

**EXCLUSIVE REVIEW**

# EAT LEAD!

**FREE!**  
Keyboard Overlay Template

**ON-LINE  
GAMES**  
MULTI-PLAYER  
SERVERS EXPLORED  
PAGE 100

CMDR: ZOD



## ...WITH

# Z

### **Command & Conquer: Red Alert**

Exclusive! Westwood's classic goes retro

### **Broken Sword**

First Review! A true interactive cartoon?

### **Privateer: The Darkening**

Exclusive! Origin's British blockbuster

### **Syndicate Wars**

Beefed up, polygon-gasmic sequel exposed

**Your CD is missing!**  
**Ask your newsagent NOW!**

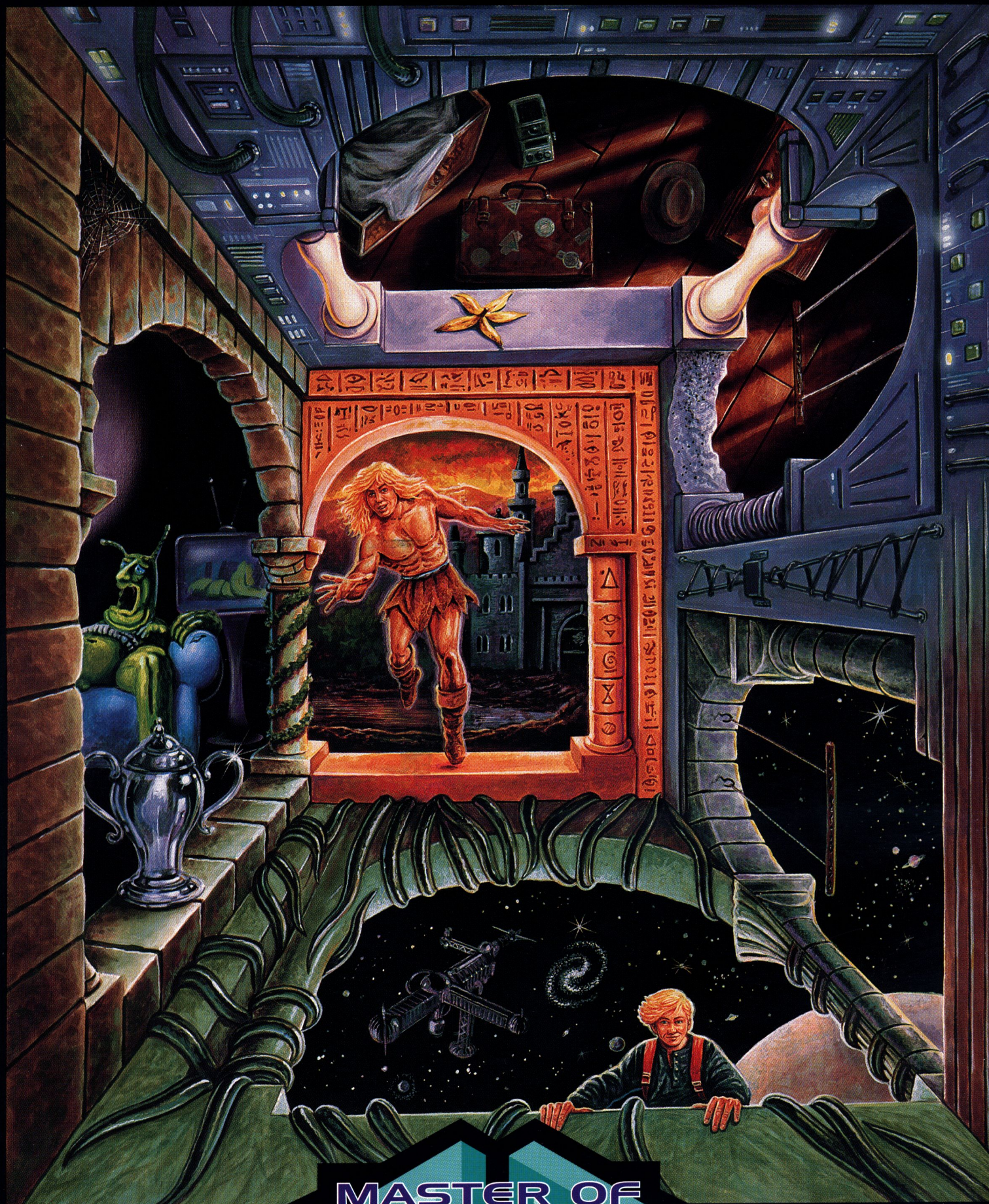
**BRILLIANT!**  
**NEW GAME OFFER**  
**See page 112**



**WIN!**  
A YEAR'S SUPPLY  
OF DOMINO'S  
PIZZA!!!







MASTER OF  
**DIMENSIONS**



# MASTER OF DIMENSIONS

your destiny to adventure is through time and space

Once you've  
played it, all  
other games  
seem flat



Master of Dimensions is the ultimate adventure game. An odyssey which takes you through twelve dimensions in your attempt to summon the Wizard Merlin to save your world from destruction.

Some of these dimensions are similar to our time and space, others are radically different. Your journey could take you anywhere, from a dying space station to an Egyptian wall painting.

The friends, and foes, you'll meet along the way are as varied as the worlds they inhabit. Vampires, an alien slob and a voluptuous femme fatale are just some of the goodies, baddies and uglies you'll meet through Master of Dimensions.

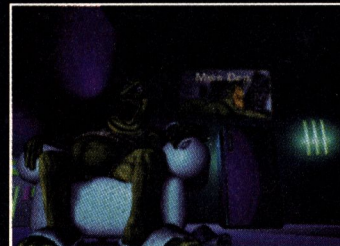
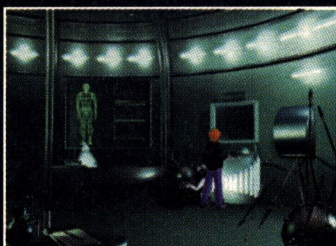
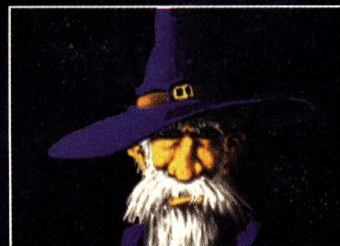
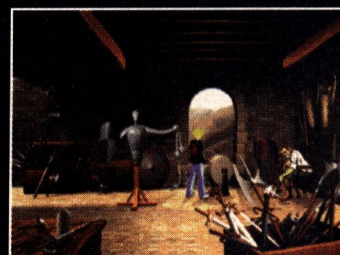
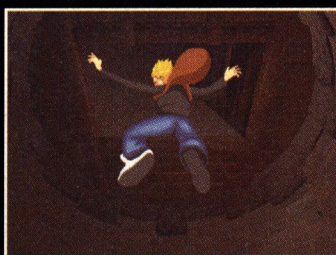
Be warned, these are not conventional characters in a conventional game - appearances in Master of Dimensions can be extremely deceptive!

With twelve dimensions, over one hundred spectacular locations and amazing animation presented in a stunning mix of 2 and 3D graphics, Master of Dimensions puts the adventure game on a whole new plane.



EIDOS  
INTERACTIVE

USGOLD





# Z...

[illegible]

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A photograph showing the lower half of a person sitting on a wooden floor. The person is wearing bright red trousers. Their legs are extended forward, with the feet flat on the floor. In the background, there are some dark, patterned cushions or bags on the floor and a light-colored wall or curtain.



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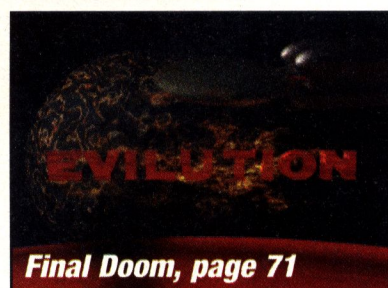
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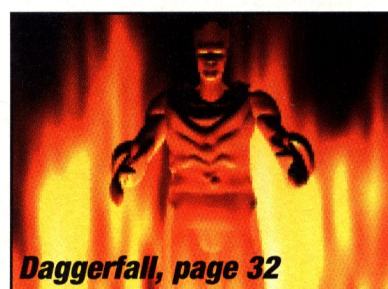
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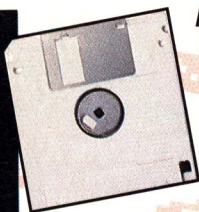
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## C:\&gt;Cover Disk

## HD DISK



**Loony Labyrinth** runs under Windows 95 or Windows 3.1. If you've got Windows 95, installation couldn't be simpler. Just double-click

on your 'Floppy Drive' icon and select the 'install' program. Double-click that and you're away. Windows 3.1 users need to have Microsoft's Win32s extensions installed before running the game. If you don't already have Win32s, you can find it on any recent *PC Zone* cover CD, bundled with recent Windows games – or (if you're a bit of a Cybertwat) on the Microsoft WWW site (<http://www.microsoft.com>). Okey dokey? Karaoke!

### Loony Labyrinth

(Starplay)

It may sound like a comedy take on the *Dungeon Master* genre, but it ain't. No no no. It's a demo version of a smashing new pinball game for Windows 95. Includes literally billions of digitised sound effects (well, okay then, quite a lot of them anyway) and that all important 'tilt' option. For added realism, balance a pint of lager on top of your monitor and set *Bohemian Rhapsody* looping on your stereo. And then have a fight.

**Specifications:** Windows 95, 8Mb

**Controls:** Keyboard:

Left flipper	/
Right flipper	-
Launch ball	Shift
Nudge	Space
Insert coin	Ctrl+I
New game	Ctrl+N



## CD-ROM DISC



To access the veritable plethora of orgasmic playable demos on this *PC Zone* cover CD change to your CD-ROM drive letter and type <PCZONE>.

The menu is easy to use and simply clicking on the icon of the demo you want to run with the left mouse button will launch the installer for it automatically. Just follow the on-screen instructions.

### Broken Sword

(Virgin)

This is a drop-dead gorgeous adventure title, and it's well worth having a peek at. Everything should be fairly self-explanatory – so get to it!

**Specifications:** 486DX/33, 8Mb,  
Windows 95 or DOS 5.0

**Controls:** Mouse

### Bedlam

(Mirage/GT Interactive)

Check out our 'Through The Keyhole' on page 22 and then indulge in a little 'ultraviolence' in this *Syndicate*-esque action-cum-strategy game. Please do remember that it is only a game – you can't really get away with this sort of behaviour in real life. Not legally, anyhow.

**Specifications:** 486DX/33, 8Mb,  
Windows 95 or DOS 5.0

**Controls:** Mouse

### Duke Nukem 3D

(Apogee/3D Realms)

Yeah, yeah, so *Quake*'s available... but *Duke*'s still well worth a play. It's a brilliantly designed, highly playable

## No CD?

If you're unable to get your grubby paws on the CD issue, then fear not! Simply fill out this slip, enclose your HD from the cover plus a cheque for a whole £1 and send it to:

**Miles Tudor, CD Exchange (42), PC Zone, Dennis Publishing,  
19 Bolsover St, London W1P 7HJ**

**Your details** (please print clearly)

Name: .....

Address: .....

Post code: .....

Please make cheques payable to:

**DENNIS PUBLISHING Ltd**

CDs from previous issues are also available.

Phone Miles on 0171-917 7693







game in its own right. And some of the sillier weapons (ie Shrink Rays) are a laugh and a half, especially in multi-player mode. If this Shareware version doesn't leave you hooked, there's something wrong with your head, Muttley. Hit <F1> during the game for a full list of controls and keyboard commands.

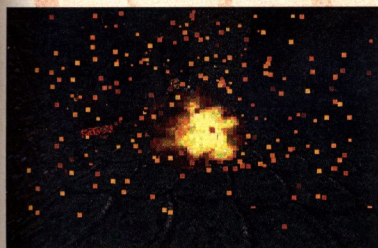
**Specifications:** 486DX/33, 8Mb

**Controls:** Keyboard, mouse, joystick, gamepad

## Quake Shareware 1.01

(ID/GT Interactive)

Even if you've already installed the version on last month's cover CD, it's worth bunging this update on your hard disk, since it corrects a few glitches that slipped through the net (literally). It's also worth casting your eye over the list of controls and console commands, since we didn't have time to include them last month, and check out our 'On-line' section on page 100 for some exciting news on multi-player Quake servers. Happy gibbing, folks...



**Specifications:** Pentium 60, 8Mb (16Mb for Windows 95), SoundBlaster or 100% compatible sound cards

### KEYBOARD CONTROLS

(May be redefined by user)

**Move/turn** Arrow keys

**Run** Shift

**Sidestep left/right** Alt

(in conjunction with movement keys)

**Look up** A or PgDn

**Look down** Z or Delete

**Centre view** X or End

**Mouse look up/down** Keep centre mouse button pressed down

**1-8** Choose weapon

**F1** Options

**F2** Save game

**F3** Load game

**~** Bring up console

### CONSOLE COMMANDS

Using the console enables you to set up features and effects that you'd never dream were available from just looking at the options screen. Here's a few...

#### VID\_DESCRIBECURRENTMODE

Lists the description for the current video mode.

#### VID\_DESCRIBEMODES

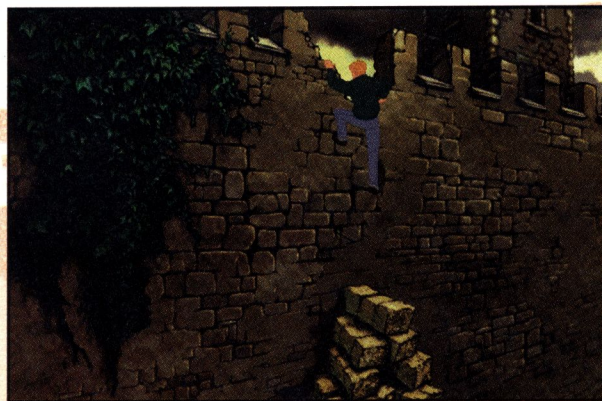
Lists descriptions for all available video modes.

#### VID\_MODE <mode #>

Sets the display to the specified mode (as listed by the previous command).

### OTHER QUAKEY HINTS

Installing and running a VESA driver



(Above) Broken Sword has some of the best graphics ever.

(such as UNIVB) will greatly improve performance (and the number of available video modes). Chuck your favourite audio CD in before you start playing and the game will use bits of it as background music.

The following console commands are for cowardly scuzzbuckets only:

**Jump to level 'x' (a number from 1 to 8):**

MAP E1MX

**Cheat a little bit:** IMPULSE 9

**Cheat a heck of a lot:** GOD

## Close Combat (Microsoft)

Where do you want to go crazy-ape wargame bonkers today? This is one of Microsoft's forthcoming attempts to send the PC gaming community into happy delirium. It's a real-time wargame, not unlike good ol' C&C... but quite a bit more serious. We're talking strategy time, folks. Check it out and see what we mean.

**Specifications:** Windows 95, 8Mb

**Controls:** Mouse

## Euro 96 (Gremlin)

Deaden that lingering 'England Defeat' misery with a portion of pixelated pitch-based puckoonery. We may have been critical about some of the 'finer' points of this visually stunning soccer sim in last month's issue, but that's not to say it isn't the best kickaround you'll find on the PC right now. Tell you what, why don't you install this demo and see for yourself? Eh? Eh? Check out the options screen for a full list of keyboard or joystick controls.

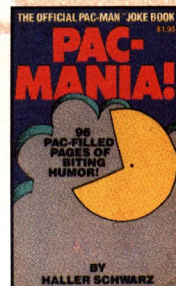
**Specifications:** 486DX/66, 8Mb

**Controls:** Keyboard, joystick, gamepad, mouse

## Return of Arcade: PacMan

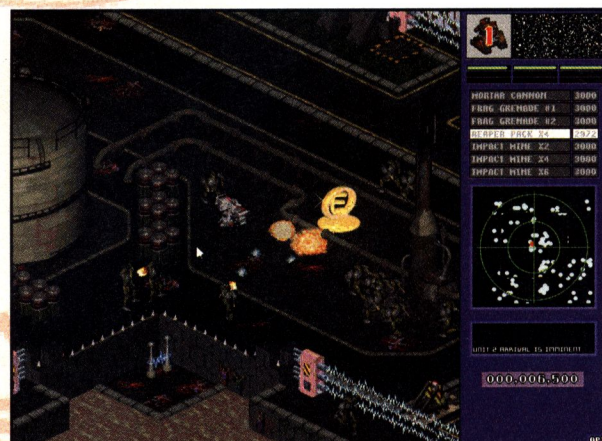
(Microsoft/Namco)

A jaundiced, agitated character finds himself trapped within a nightmarish urban maze, chased by ethereal spirits. He discovers that there's no escape from the walls that surround him. His only solace lies in occasional junk-food binges and the copious ingestion of super-powerful pills which allow him to temporarily shake off the malign apparitions that stalk his every move. No, it isn't a new Irvine Welsh novel. It's PacMan, and it's here to draw your



(Above) Wahey! It's PacMan!

(Below) Bedlam - for more info see page 22.



## Help!

The CD not working? HD playing up? The PC's being a total bast? Don't worry - we're here to help. Just relax, chill out, have a cold shower and then phone the relevant help line:

### HD DISK HELP

Phone Matthew on 01274 736990

Any week day between 9am and 4pm

### CD-ROM HELP

Phone 01708 250 250

Any week day between 10am and 5pm

If you are calling either help line, then please take note of the following points:

- If possible have your PC operating and near to the phone when you call.
- If this is not possible, note down as much relevant information as possible ie system type, sound card, RAM etc, plus the nature of the fault.
- Make sure you have a pen and paper to hand when you call to jot down the relevant info.

attention to Microsoft's Return Of Arcade, a Windows 95-based nostalgia-fest. Use the cursor keys to move about, F2 to start a new game.

**Specifications:** Windows 95, 8Mb

**Controls:** Keyboard

## Hind (Digital Integration)

Back in our July issue Simon Bradley fired a veritable salvo of spooze at this chopper sim, which sees you (yes, you) at the helm of an Mi24 gunship. "One of the best, if you're a propeller head", he reckoned, and who are we to argue? Aside from the multitude of options at your disposal, you can even fly low over the terrain and machine-gun fleeing soldiers in the back. And as a special treat, just for this demo version, try tilting your chopper at an angle and watch what happens to your passengers...

**Specifications:** 486DX2/66 (P75 recommended), 8Mb (16Mb recommended), SVGA

**Controls:** Joystick





## Spycraft (Activision)

*Spycraft* is a veritable multimedia extravaganza, packed to the gills with hi-tech gizmos, double-crossing secret agents, and murderous assassins. This rolling demo should give you a fair idea of what to expect from the full version. Your mission, should you choose to accept it, is to install, sit back, and watch.

**Specifications:** 486DX2/66 (P75 recommended), 8Mb (16Mb recommended), SVGA, double-speed CD drive (quad-speed recommended)

**Controls:** Mouse

## Savage Hunter (Discovery Channel)

Bit of a weird one this. Think *Doom*. Think *Wildlife on One*. Now think 'Doom' again. Yup - *Savage Hunter* is a *Doom*-style action game which sees you stepping into the shoes (as it were) of a hungry African lioness. Not only do you have to get a little handy with your claws from time to time, you'll also have to remember to eat and drink. There's even a button which lets you roar. Go get 'em, tiger (er... lion).

Cursor keys	Movement
Ctrl	Slash
R	Roar
E	Eat
D	Drink
Shift	Run

Type <HELP> during the game to uncover further options.

**Specifications:** 486DX/33, 8Mb

**Controls:** Keyboard, joystick, gamepad, mouse

## Lemmings Paintball (Psynosis)

Bloody excellent two-player fun galore in this sprawling demo of Psynosis' forthcoming battler. Starring those loveable, suicidal Lemmings, it sees you and a mate going head-to-head in a computerised paintball tourney, viewed from an isometric perspective. The full version will be playable over the Internet - so why not go ahead and install this demo and get some practice in right now?

**Specifications:** 486DX/33, Windows 95, 8Mb

**Controls:** Keyboard, joystick, gamepad, mouse

(Above) *Loony Labyrinth*, star of both our floppies and CD this month.

(Right) *Lemmings Paintball*: For once it's not a puzzle game.

## Loony Labyrinth (Starplay)

You don't have to be deaf, dumb and blind to appreciate a mean bit of pinball - although being slightly drunk often helps. If it's balls, ramps, gutters and rebounds you're after, you've come to the right place...

**Specifications:** 386DX/33, Windows 3.1 or 95, SVGA, 8Mb

**Controls:** Keyboard

## Synergist (21st Century)

They may be best known for their top-hole pinball titles, but 21st Century have a few other tricks up their sleeve, too. Like this zany graphic adventure, for instance...

**Specifications:** 486DX/33, 8Mb

**Controls:** Mouse only

## Team F1 (Electronic Arts)

Duncan was in hog heaven with this Grand Prix Management sim a few issues back. Now it's your chance to make like the Williams team, and try to ensure that it's your team-mates who get to spooze champagne over all and sundry at the end of the race.

**Specifications:** 486DX/33, 8Mb, SVGA (VESA compatible), Windows 95 or DOS 5.0

**Controls:** Mouse

## Quake Utilities

Bloody hell... more *Quake* stuff! Do we spoil you or what? Honestly, you'll need to check the calendar to make sure it's not Christmas when you install these handy *Quake* utilities, culled from the Net by our finest virtual fishermen...

**QUAKEWATCH:** A top-notch gizmo that goes 'online' (if you have a modem) and 'listens' for the sound of nearby *Quake* servers. You need never play on your own ever again.

**DISPLAY DOCTOR:** Can't get those startingly crisp hi-res video modes to work properly? This charming gadget should make everything much clearer. Literally.

## Tech specs

Unless otherwise indicated the standard systems requirements for this month's software are as follows:

**Memory:** 8Mb

**Processor:** 486DX2/66

**Graphics:** VGA, SVGA

**Sound:** SoundBlaster and compatibles

**QUAKE PPP-DOS:** Play *Quake* over the Internet during a DOS session with this handy dial-up program thing.

## ESSENTIALS

A veritable maelstrom of ultra-handy gadgets and applications! Includes the latest version of Paint Shop Pro, an absolute must for anyone who ever uses any kind of graphic file ever. So there.

## Win Cim 2.01

Free trial access to CompuServe.

## America On-Line

Another 'free Internet access' trial, this time courtesy of those luvverly netheads at AOL. Easy to set up, easy to use.

## Vossnet

Free trial period on the Internet.

## Ameol 16 & 32

Got a credit card? Then use this to get on to CIX.

## Winzip 6.1

Super-handy front-end for all sorts of compression/decompression utilities. Absolutely essential for anyone who regularly uses the Internet, or indeed anybody who wants to archive or compress any kind of PC file.

And there's loads more - too many to mention! **Z**





# Battleground

**WATERLOO. 18 JUNE 1815.**



**FIGHT THE BATTLE OF THE CENTURY... AND TURN THE TIDE OF HISTORY.**

## Realistic

- \* Unmatched historical accuracy and atmosphere
- \* Vivid maps, combat video and battle audio
- \* Authentic uniforms and accoutrements to unit level
- \* Regimental action at 100 metres per hex
- \* "This game is a work of art as well as a thoroughly engrossing simulation of Napoleonic warfare"



## Playable

- \* Drag and drop movement, and point-and-click interface
- \* On-line indexed help
- \* Print-out facility for instant detailed situation maps
- \* "An expert simulation of Napoleonic tactics"

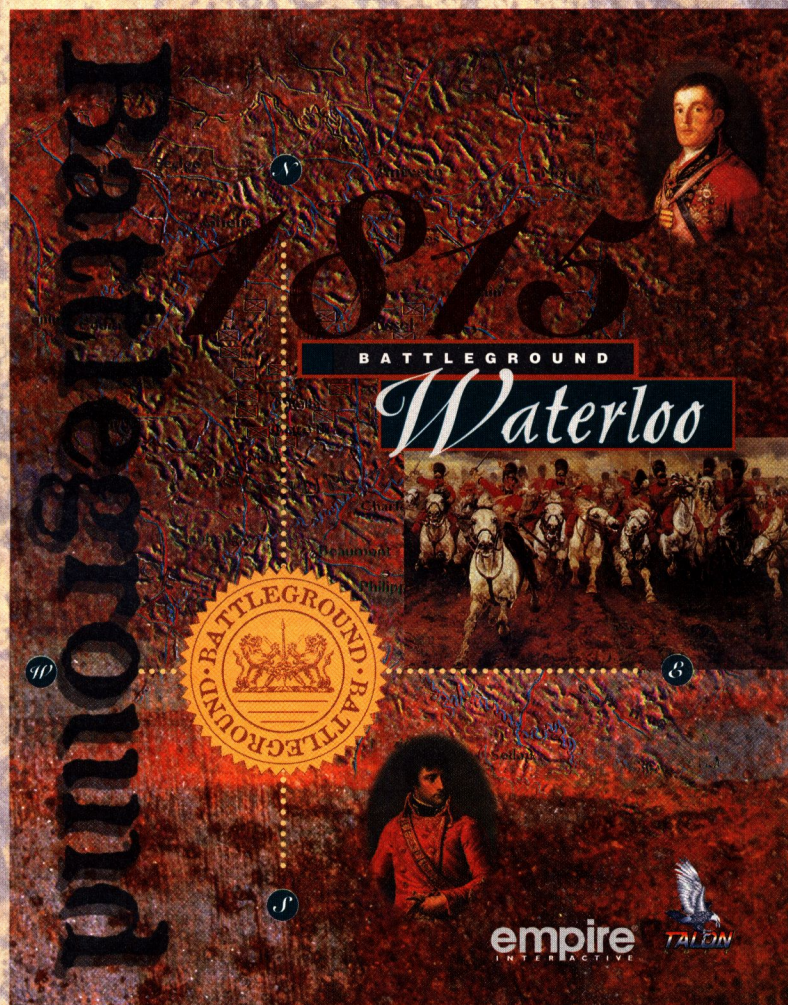
## Challenging

- \* Dynamic computer opposition
- \* Adjustable computer intelligence
- \* E-mail, modem vs. modem and serial link options
- \* Ideal for novice and expert alike
- \* "A vividly colourful recreation of one of the most epic battles in Western history"



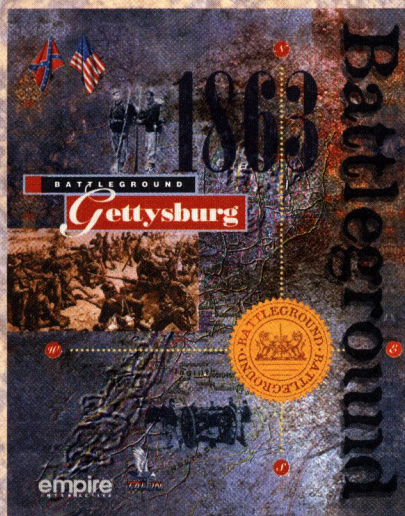
## Versatile

- \* Select Imperial or Allied commands
- \* Control part or all of the army
- \* Fight the entire campaign or separate scenarios
- \* 5 levels of 2D and 3D zoom
- \* "This is a spectacular game, and a rivetting history lesson"

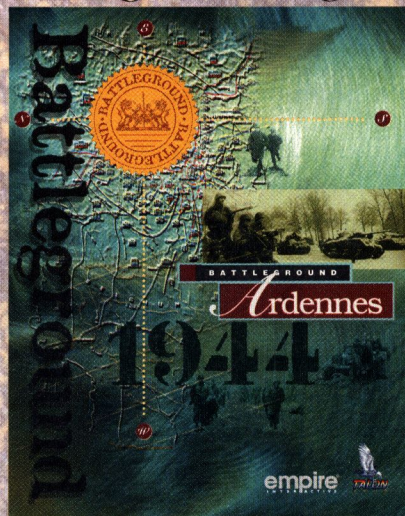


*Also available in the Award Winning Battleground Series:*

"Will turn a novice gamer into an expert... the best of both traditional styles of war gaming... sheer playability... enthralling"  
PC Gamer  
Editors Choice



"Challenging and entertaining enough to keep you at the front line for many a week... immense fun to play"  
PC Gamer



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**empire**  
INTERACTIVE





# BULLETIN

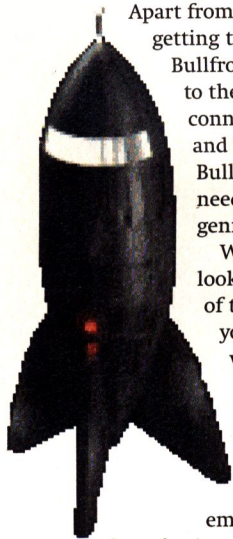
## Bullfrog look ahead...

**B**ULLFROG'S FRENETIC GENETIC STRATEGY SIM 'THING, *GENE WARS*, HAS changed drastically since we first brought you news on it over a year ago. The basic storyline has remained the same, however, so it's still probably the only real-time strategy/war sim in development to have no guns, tanks or rockets – just fluffy animals, birds and fish.

Apart from totally re-working the interface, fine-tuning the AI and getting the game to run more quickly on non-ninja hardware, Bullfrog have implemented a distinctly '50s sci-fi kitsch feel to the game. Whether this is because they've all just been connected to cable and now spend their lives glued to Bravo and The Sci-Fi Channel, or simply just another case of Bullfrog being brilliantly original by introducing a much-needed dose of humour to what is otherwise a rather weary genre, is as yet unclear.

What is quite evident however, is that *Gene Wars* not only looks a lot better, but it now looks like being another one of those games that's so damn addictive and playable, you'll start taping *The X-Files*, *Friends* and *ER* instead of watching them, or even just give up watching them altogether. So how have Bullfrog managed to hit upon such a potential social life sapping formula? According to lead playtester Jeffrey Brutus, a lot of it's down to a newly developed, very complex and sophisticated AI system that now allows the programmers to put the emphasis on gameplay rather than learning what certain

keys do. As a result, *Gene Wars* (and other forthcoming Bullfrog titles such as *Dungeon Keeper* and *Theme Hospital*) will sport a very simple to use mouse-driven interface that calculates what the player's next action (or actions) is most likely to be depending on their current status.



*Gene Wars* has recently had an overhaul. The graphics have improved dramatically and there are a lot fewer icons. So now it's a lot simpler and more fun to play.

For example, if a player has just landed on a planet in *Gene Wars*, then their most obvious course of action is to build a base. The programmers know this, and alert the AI system as to the player's most likely next move, which will probably be 'build a generator', so the build icon is automatically activated and the generator routine made ready. Similarly, if a player's base is under attack, they will most likely want to retaliate, the game AI 'thinks' of this before it instigates an enemy attack and alerts the relevant routine and icon before the attack actually happens.

It's no coincidence that as Bullfrog's AI system has developed, their games have featured fewer and fewer icons and *Gene Wars* is no exception. This doesn't mean that the games are becoming less sophisticated, they're just less complicated for the player, and therefore easier to play. On the down side, they're more difficult to program correctly, a very difficult and time-consuming task involving a lot of playtesting (just ask Jeffrey). As a result, a number of Bullfrog games have experienced varying degrees of slippage. Thankfully, the first generation of AI has now been successfully incorporated into *Dungeon Keeper*, *Theme Hospital*, *Syndicate Wars* and *Gene Wars* to great effect, so there shouldn't be any more lengthy delays.

Bullfrog have confirmed that the first of their new releases, *Syndicate Wars* will be on the shelves in September, followed by *Dungeon Keeper*, *Theme Hospital* and *Gene Wars*. It looks like it's been worth the wait. **Z**

## Raven first to license Quake engine?

**A**LTHOUGH UNCONFIRMED AS WE GO TO PRESS, IT SEEMS INCREASINGLY LIKELY THAT RAVENSOFT (creator of *Heretic* and *Hexen* in case you didn't know) is the first development team to license the *Quake* engine from id. Wonder what that means, eh? Blimey, they're probably going to do some kind of space age shoot 'em up with huge robots and naked girls, eh? Or some kind of interactive movie? Whaddya reckon? Or maybe... just maybe we'll see another 'action RPG' with even fabber graphics than before. *Hexen* is still one of the best games around so a follow-up using the *Quake* engine would be very welcome. Nothing is properly confirmed yet... but as soon as we know anything we'll bring you screenshots and plots and any other stuff we can get our hands on. **Z**



Take a bit of this and that, mix together... and you've something that we all expected.



# QUAKE

IS GOOD FOR YOU



'The most important pc game ever'





## Dispatches

### TELSTAR GRAB DAVIS CUP

Now that Wimbledon has been won by some young upstart whom no one knows (quite what one of the FBI chaps from the *The X-Files* is doing playing international tournament tennis



is beyond us), we can put all of that behind us and focus on Davis Cup Tennis... the tournament described by many as the 'World Cup' of the tennis world. It seems that Telstar have snapped up the licence rights to this particular wee beauty and have applied it to their forthcoming tennis game (as seen in our Telstar supplement a couple of months ago). As yet, we've not seen much of the game, but the chaps at Telstar are adamant that it's more than a match for Codemasters' *Sampras Extreme Tennis*. We shall see when we review them both soon.



### HEART OF DARKNESS IN TROUBLE?

We've just heard (yet again) that the VIE/Amazing Studios collaboration *Heart Of Darkness* has been delayed still further with a release date now mooted as being after Christmas. Virgin announced the news in late June and then followed up a few weeks later with a statement to the games industry that the game's producer, John Norledge, was no longer working on the project. Make of this what you will... but it seems that this game could well take over the accolade of being the most delayed game in history - beating even *Stonekeep*, *DMII*, *Dungeon Keeper* and *F1GP2*. As we go to press it's still intended that the Sega Saturn version of the game is released first, with the PC version following a month or so later. It's a shame because if it had been released when it was originally scheduled, everyone would have been jumping up and down saying what a great game it is. Now, though, the novelty of the idea seems to have worn off. Watch this space for any more cock-ups on this front.

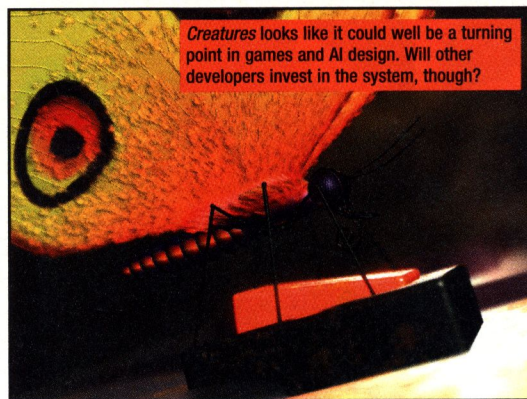
# Creatures are coming...

IT'S NOT REALLY A GAME, IT'S MORE A WAY OF life - and it's not football. It's a 'living', 'breathing' artificial-life simulator - and you get to play Mummy or Daddy.

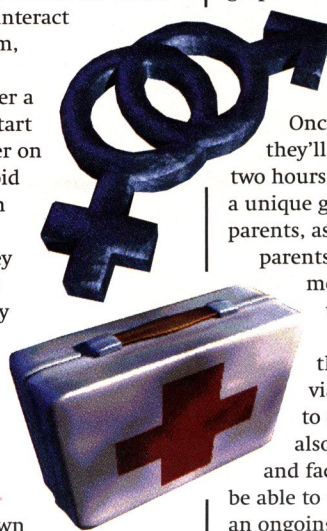
Cambridge-based Millennium have developed what they believe is the first engine to realistically simulate the organic life process, using a sophisticated new technology appropriately dubbed 'CyberLife'.

Although *Creatures* could be seen as the next stage in the *Sim* genre, it actually manages to take the concept much further. Scarily further. When you buy a copy, what you'll be getting is a disc with ten eggs (unborn Norns) on it. These will need to be carefully incubated and then hatched onto your PC. As each egg would have been bred from a special pool of digital DNA at Millennium HQ, each Norn will have a different genetic make-up and therefore there should (in theory) be no two Norns the same.

Once hatched you can start to interact with your Norns, by stroking them, speaking to them, showing them objects, or even hitting them. After a couple of hours, each Norn will start to grow (you'll see them get bigger on screen) and if they manage to avoid contracting a nasty viral infection and keep out of the way of the Grendels (who prey on them), they should reach adolescence. At this stage, the Norns should be acutely receptive to their environment and interact with their PC parents. However, because they're accurate living organisms, they don't all react to stimuli in the same fashion. As a result, the way you treat your Norns, coupled with their own peculiar genetic make-up, can determine what kind of adults they grow into.



*Creatures* looks like it could well be a turning point in games and AI design. Will other developers invest in the system, though?



To keep tabs on things, you'll be able to pull up graphs and charts that trace the level of each Norn's happiness or discomfort, their desire for food, warmth and shelter, and even watch the neurons in their brains connecting as they interact and learn.

Once your Norns are grown, if you're lucky they'll procreate. Pregnancy will last around two hours, and if the offspring survive they'll have a unique genetic build that takes on traits of both parents, as well as new ones. If you've brought the parents up right, the new-borns should be even more receptive to your stimuli, and will, in theory, be more intelligent.

If all goes to plan, Millennium hope that people will swap unborn Norn eggs via the Internet, and even send their Norns to other *Creature* lovers for a holiday. They'll also be uploading new objects, environments and facilities on a regular basis, so people will be able to update their Norn world, and produce an ongoing race of new and unique Norns. A good thing, as their average life expectancy is 40 hours.

Obviously, *Creatures* is only the tip of the iceberg as far as CyberLife, Millennium's new self-learning artificial intelligence engine, is concerned. Michael Hayward, MD at Millennium, has big plans for the system, and as well as continually updating the *Creatures* product, there are already plans afoot for a football game with 'brainy' footballers (?), a smart search Net browser and even a traffic controller (!): "We basically have a heterogeneous neural net which modifies itself... a self-training AI engine. We want to exploit the technology before anyone else - we're just an entertainment technology company from Cambridge - we can't do it on our own. We need to forge partnerships with other companies." Contact Millennium on 0171-391 4300. **Z**



## Trilobyte are back

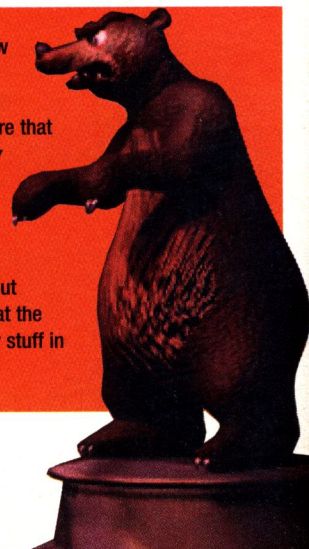
HAVING SWITCHED FROM VIRGIN INTERACTIVE TO ELECTRONIC ARTS, TRILOBYTE ARE NOW JUST about ready to unleash the next of their interactive movie/puzzle hybrid games and, as far as we know, there's a pretty good chance it will be with us by Christmas. Having said that, though, if *The 11th Hour* was anything to go by, we'll be lucky if we actually see it before the turn of the century.

Whereas *The 7th Guest* and *The 11th Hour* both relied heavily on pre-rendered backdrops and chroma-keyed FMV footage, *Clandestine* is the first of Trilobyte's products to take advantage of the firm's huge number of artists who have spent the last few years working on putting this 'interactive cartoon' together.

Set in Scotland (and featuring some wonderfully affected Yank/Scots accents)

the game deals with two central characters, Andrew MacPhiles and his fiancée Paula, as they return to the ancestral home, Castle MacPhiles. Although the full story has yet to be revealed, early indications are that it'll be a sort of witty and sarcastic blend of *Scooby Doo* and *The 7th Guest*.

We're also informed that the team has been working on another product for release later next year, which is currently titled *Tender Loving Care* (this may change). Very little is known about this, but a representative from Electronic Arts informs us that the game is "a bit rude" and that it has "some naughty stuff in it". Sounds fun. Watch this space. **Z**





# FIFA 97

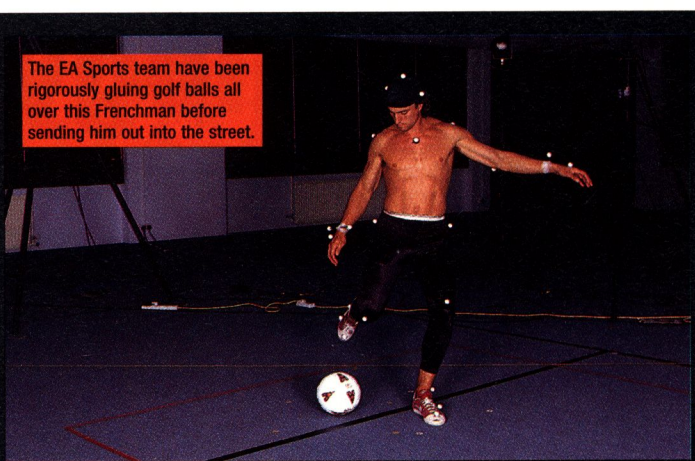
**W**E'VE KNOWN THAT IT'S BEEN HAPPENING FOR AGES, AND WE'VE EVEN PRINTED VARIOUS speculative news items over the past few months conveying what we've heard the game might be like – but now EA Sports have confirmed a number of details about the product and it seems very likely indeed that we'll see the game out before Christmas – almost certainly in late November.

Designed to take on the polygon/motion-captured likes of *Actua Soccer* and *Adidas Power Soccer*, *FIFA 97* looks like it's going to be an extremely impressive game graphically. Using a totally new version of EA Sports' Virtual Stadium technology, the game is alleged to give unprecedented performance while shifting SVGA polygon-generated players around the pitch.

Well... thank God for that, eh? No more of this sprite-based nonsense. What makes *FIFA 97* even more impressive, though, is that all the work for the motion-captured animation has been... er... 'performed' by Newcastle United/France player David Ginola. Arguably one of the reasons that Newcastle did so well last season (jeez... we're going to get lynched soon, aren't we?), it has to be said that this is the first time that a 'proper' soccer star has been used for such purposes. Mr Ginola spent a number of days working with the EA Sports team at EA's UK-based development studio in Langley and we've been fortunate enough to get hold of a piccie of the guy as he struts his stuff.

As far as the game itself goes, it seems pretty much certain that *FIFA 97* will

The EA Sports team have been rigorously gluing golf balls all over this Frenchman before sending him out into the street.



follow suit with all previous EA Sports yearly updates by being basically the same game at heart, but with new stats and better graphics. Who could ask for more than that, though, eh? How about commentary from Des 'the King' Lynam, John Motson and Andy Gray?

Hopefully, we'll be able to get hold of an early playable version of the game next month so we can bring you a blueprint.

On another *FIFA*-related front, we've heard rumours that there may also be a management-based title based on the licence appearing at some point in the future. Nothing is confirmed as yet... but maybe this could end up being the first product to take on *Championship Manager 2*? **Z**

## Network Q RAC Rally

**R**EMEMBER THE OLD RAC RALLY GAME THAT Europress produced ages ago? Wasn't particularly impressive, was it? Well, the follow-up looks like being one of the surprise hits of the year when it comes out this October.

With all the officially licensed hoo-hah you could ever want in one product, the game features tracks that have been designed from real RAC Rally maps, proper car models of six



Could Europress' *Network Q RAC Rally* game out-do Sega's own *Sega Rally*? The graphics certainly seem to indicate that it might.

different teams from the Renault Megane to the Escort RS2000, Subaru Impreza Turbo, VW Golf and even a Skoda! Although versions that we've seen are very early, it's already apparent that this a very impressive piece of software. The handling of the cars is absolutely spot on (feeling very much the same as *Sega Rally* in the

arcades), while the graphics engine is quite splendid. In svga the beautifully texture-mapped polygons all shifted around at tremendous speed on a p90. The game features variable weather effects, with everything from fog to rain and even snow, as well as both day and night sections.

The team at Europress is also working on a multi-player engine for the game and the eventual aim is to have an eight-player network version as well as peer-to-peer modem and serial link play modes.

The version we've seen is seriously impressive, and we'll be bringing you a full preview in next month's issue. For further info contact Europress on 01625 859444, or their Web site <http://www.europress.co.uk>. **Z**



Sally Smith

# MMmmm! Delicious!



## "FEED YOUR HEAD WITH A FREE DEMO • CALL FREE 0500 404840"



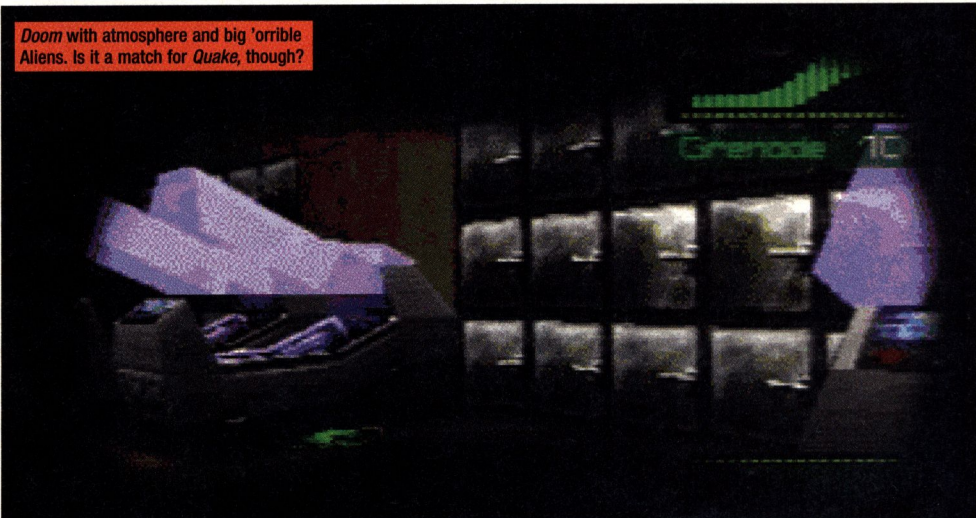
# Alien Trilogy on the way

**A**FTER ALL MANNER OF SPECULATION, RUMOUR and gossip, it now seems that Acclaim have confirmed a release date for their massively hyped PlayStation *Doom*-wannabe *Alien Trilogy* on the PC. Having cranked up some truly enormous review scores in numerous PlayStation magazines, it's hoped that the game will repeat this performance when we see the thing on 6 September (yep... we can be that specific).

But how will it fare against the mighty *Quake*? How can a game with bitmap-based graphics really compete now we're in the world of 3D polygons? Well, everyone at Acclaim seems very confident that the strength of the *Aliens* licence, coupled with the game's strengths as a single-player game, will be more than enough to keep it on top.

Although we've seen very little of the PC version as yet, we've played the PlayStation game quite considerably and it has to be said that it manages to convey the dark and claustrophobic atmosphere of the *Aliens* universe. There may not be quite as much to do as, say, *Duke Nukem 3D* (which technology-wise it

*Doom* with atmosphere and big 'orrible Aliens. Is it a match for *Quake*, though?



compares very favourably with) but there are some very cool features along with some seriously nasty Aliens that you have to take out.

Where the PC version of the game will score over the PlayStation counterpart is in the multi-

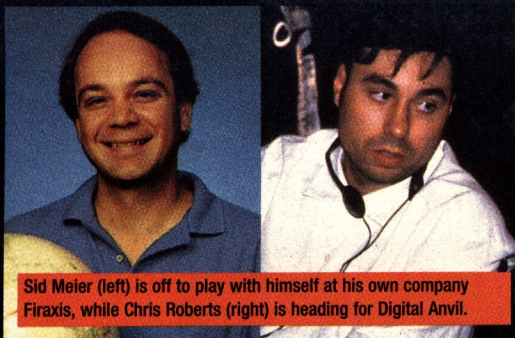
player aspects. As with virtually every other 3D combat game on the PC, this one supports loads of players so you can either have a crack at each other, or team up and try to wipe out the Aliens together. **Z**

## IMPORTANT people leave IMPORTANT jobs

**T**HE WHOLE GAMES industry has been rocked in the past month by two major development 'personalities' leaving their current roles in long-established companies. Sid Meier, creator of *Civilization*, *F-15 Strike Eagle* and *Railroad Tycoon* (among other things) has parted company with MicroProse in order to pursue new interests with his newly-formed development company Firaxis. We've been informed that Meier is still under contract to MicroProse to complete work on his current project, *Magic: The Gathering*, but as soon as this is finished he'll be on his way. He takes with him other MicroProse employees Jeff Briggs and Brian Reynolds. No publisher has been confirmed as yet in regard to publishing and distributing Firaxis' games.

Elsewhere in the EA/Origin camp we find that Chris Roberts has made an amicable split with the software giant in order to pursue his work with new production company Digital Anvil. As with Sid Meier, not many details have been announced as far as publishing deals go, but we are aware that Chris is in negotiation with a number of major players.

Although a driving force behind the *Wing Commander* series, we've been assured that Roberts will not be taking any of his existing work with him to Digital Anvil and Origin retain the rights to all of the *Wing Commander* games. In light of this, it's recently been announced that work has begun on *Wing Commander V* and it seems increasingly likely that it will make use of the new B-RENDER based graphics engine produced by EA Manchester's *Privateer: The Darkening* team (see our blueprint of that game on page 46) which, ironically, is headed up by Chris' brother Eric. We've also been informed that pre-production work is on the go for the *Wing Commander* movie, but no one has been confirmed for starring roles. Watch this space for more news. **Z**



Sid Meier (left) is off to play with himself at his own company Firaxis, while Chris Roberts (right) is heading for Digital Anvil.

## Quake news

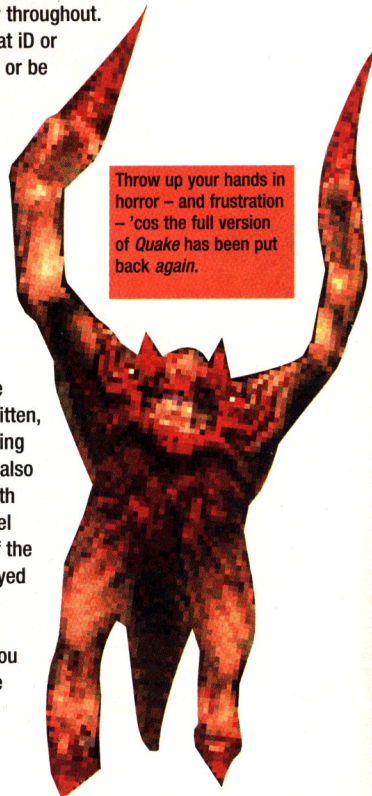
**H**A-HA... AND YOU THOUGHT THAT IT WAS ALL OVER, DIDN'T YOU, EH? GET THE SHAREWARE and just sit tight for the full thing. Well, it's not going to be as easy as that. It seems that the boys at iD aren't entirely happy with everything in *Quake* at the moment and as a result they've delayed the full version of the game by a further month (by our reckoning that now gives it a release date of mid to late September... but who knows really?) and in the interim period they will be releasing another shareware version at some point... in fact it could well be out already by the time you read this. The full version of the game has been put back due to a host of major additions, and many of these are rumoured to affect the gameplay throughout. God knows what they are... no one at iD or GT Interactive seems to either know, or be prepared, to talk about it.

The new shareware game, version 1.01, is a completely re-worked version of the original, and has had so many changes made to it that iD felt it more appropriate to release an entirely new version of the game as opposed to another patch disk (we're already on 0.92 on that front anyway).

So what's new then, eh? Well, the lighting routines have all been re-written, because let's face it, they were nothing special were they (not)? There have also been some major bug fixes along with some engine-based tweaks. The level itself will be the same 'Dimension of the Doomed' which you've surely all played by now and won't necessarily be noticeably different at first glance.

Hopefully, we'll be able to bring you a monster review of the whole game next month. Check out this month's CD for the new shareware. **Z**

Throw up your hands in horror – and frustration – 'cos the full version of *Quake* has been put back again.

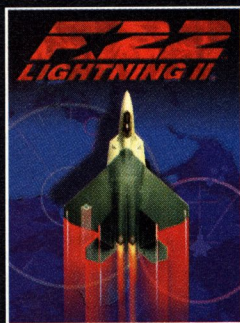




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dangerous and thrilling when you challenge others through network, modem or via direct connect.

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## Dispatches

### PIRATES BUSTED

Some of the largest CD-ROM factories distributing pirate CDs were busted last month by a collaboration between the Federation Against Software Theft (FAST) and the Northamptonshire Fraud Squad. Apparently, the team have seized 'millions of pounds' worth of software and have issued warrants in Northants, Kent, Gloucestershire and Middlesex. It seems they mean business.

### SONY GOES PC

Sony have recently announced that they are to jump back into the world of PCs with two new machines set to hit the streets before Christmas. Arriving in two different flavours (Pentium 166 and 200MHz models) the systems will come with top of the range sound and graphics cards along with comms software and modem stuff. When the machines are launched in the US they are expected to sell for between \$2000 and \$3000. No UK prices have been announced as yet.

### ANOTHER QUAKE RELATED STORY

Not that *Quake*, or anything related to it, could ever get boring or anything, but it seems that interest in the game has reached such a point that the iD boys are becoming media darlings. Any of you who spotted the US import version of *Wired* last month will no doubt have noticed that John Carmack and the lads were none other than cover stars of the mag. Fame, fortune and Ferraris, eh?

### OCEAN SIGN UEFA LICENCE

Just before we went to press we learned that Ocean have secured the licence to the 'other' big football body and are currently working on a number of titles (we've got money on both an arcade and a management-based game). We'll bring you more news next month.

### CATZ ARE HERE

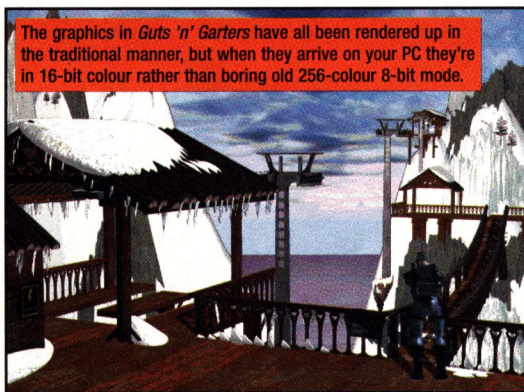
For those of you that are cat lovers, Mindscape are just about to unleash the catty version of their desktop toy thing. From what we've seen the concept is very similar to *Dogz*, only the feline companions provided have far more pronounced attitudes than their doggy companions. (See *Pick 'n' Mix* page 86.)

### SHOOT + SURF

A new games and Internet café has just opened in London – but this one's different. Leading with networked games on-site, this is one of the few places where you can go and taste network games as they were intended. The café contains loads of P100s and you can find it at 13 New Oxford St, London WC1A 1BA. They also serve coffee.

# Guts 'n' Garters

The graphics in *Guts 'n' Garters* have all been rendered up in the traditional manner, but when they arrive on your PC they're in 16-bit colour rather than boring old 256-colour 8-bit mode.



OCEAN ARE BEAVERING AWAY AT PUTTING THE FINISHING TOUCHES TO their forthcoming action game *Guts 'n' Garters in DNA Danger*. Apart from sounding like a dodgy '70s sci-fi thing, it's turning out to be something of a surprise stunner.

Since the preview earlier this summer at E3 in LA, we've managed to catch a few further glimpses of it and it seems

to be coming along very nicely. Basically a 'walky-aroundy-shooting things and blowing stuff up' kind of thing, it involves two characters (called Hank 'Guts' Carter and Stacy 'Garters' Pringle, spookily) who... er, walk around with guns shooting at stuff. Cool. The story features a big bad guy called Admiral Wort who performs bizarre genetic experiments on a heavily fortified island base. He wants to create some kind of ultimate bio-weapon and, of course, the people that you work for want him to stop doing this right away.

The gameplay appears to have a lot in common with EA's *Crusader* (which incidentally is about to spawn a sequel) but where the game really stands out is in the graphics department. As you can see from the shot, it looks pretty fab... but then it ought to because each scene makes use of the 16-bit colour mode that virtually everyone's graphics cards allow for. So what? You might ask... well, it allows graphics to be produced from a palette of 32000 colours rather than the usual boring old 256.

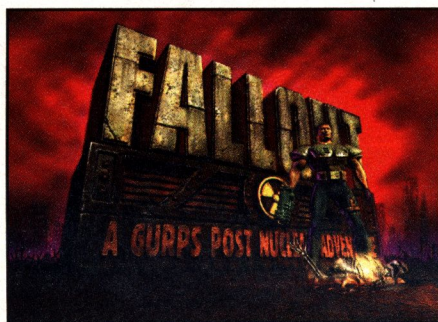
As long as development moves along at the current rate it should be in the shops by November; we're reliably informed that a sequel is set for release in the summer of '97. Z

## G.U.R.P.S.

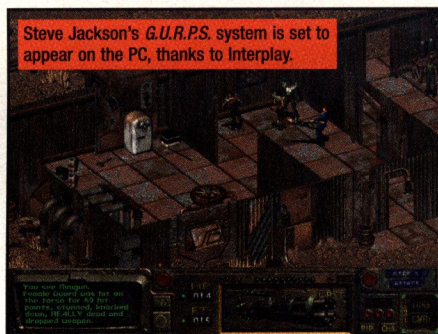
### WEIRD GAME NAME

alert! Weird game name alert! It may sound a bit dodgy, but there are bound to be a few of you who will recognise this as Steve Jackson's General Universal Role Playing System. Originally developed as a desktop role-playing system, *G.U.R.P.S.* has been designed to incorporate just about any kind of role-playing environment that you could ever actually want. Having proven exceptionally popular with the yellow fingernail brigade, Interplay have now licensed the system for the PC and are on the verge of releasing the first game in what will surely be an ever-expanding series.

This initial game (which we're pretty sure is called *Fallout*) is a post-apocalyptic cyber-punk type thing that is filled with mutant monsters, bizarre characters and top-notch weaponry. Utilising a very user-friendly front-end and coupling this with an SVGA isometric graphical interface, the whole thing



Steve Jackson's *G.U.R.P.S.* system is set to appear on the PC, thanks to Interplay.



is turning out to look extremely impressive – a cross between *X-COM* and *Ultima*.

As far as release dates go, we're expecting to see something before Christmas, but nothing has been confirmed as yet. Watch out for a blueprint soon. Z



# ALBION READY

HAVING SCORED AN ABSOLUTELY MASSIVE SUCCESS WITH THE RECENT RELEASE OF *SETTLERS 2*, BLUE BYTE ARE now gearing up to unleash their 'heavy' role-playing game *Albion*. Boasting all kinds of features that we haven't seen on the PC for absolutely ages, the game looks like it could herald a return to the days when everyone was playing *Ultima* rather than *Doom*.

Where *Albion* scores against many other games in the genre is that it's fairly free in its presentation... some sections are presented to you in 3D *Lands Of Lore* style (the explorey bits), while elsewhere you are presented with an isometric turn-based affair for combat.

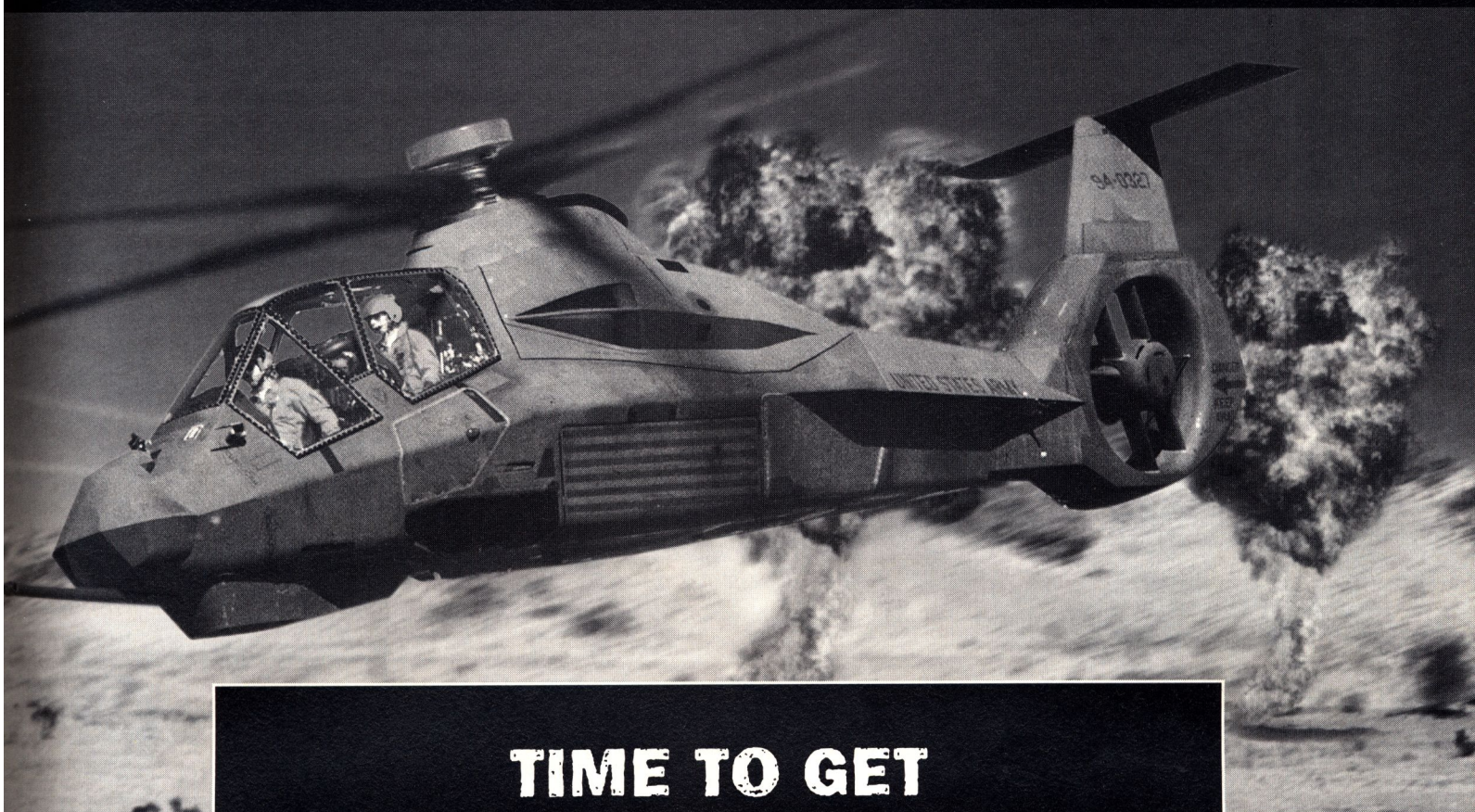
Having been in development for more than two years now, this is certainly something that die-hard genre fans will have been looking forward to. After speaking to a representative from Blue Byte it would appear that we can expect a review copy ready for next issue. Z



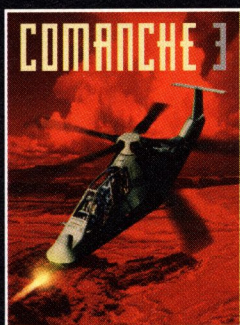
Blue Byte's *Albion* has been in development for absolutely ages, but it seems that it's now just about finished.



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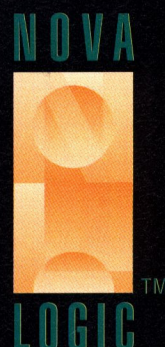
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# PC ZONE

# our price

Welcome to *PC Zone's* very own version of *The Chart Show*, sponsored by *Our Price*. Each month it'll feature not only the most up-to-date chart listing the Top Ten best-selling PC CD-ROM titles, but it will also play host to exclusive news and competitions.

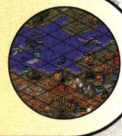
1

**DUKE  
NUKEM 3D**  
(EIDOS/US Gold)



6

**CIVILIZATION  
2**  
(MicroProse)



2

**SPACE  
HULK (VOTBA)**  
(Electronic Arts)



7

**SCREAMER**  
(Virgin)



3

**CHAMPIONSHIP  
MANAGER 2**  
(EIDOS/Domark)



8

**COMMAND &  
CONQUER**  
(Virgin)



4

**GENDER  
WARS**  
(SCI)



9

**THE 7TH  
GUEST**  
(White Label)



5

**OLYMPIC  
GAMES**  
(EIDOS/US Gold)



10

**INDYCAR**  
(White Label)



This month we bring you exciting news of a huge re-vamp to the games sections in 73 Our Price stores across the country. These sections will now carry the newest and most spanky games available, including the Top Ten PC CD-ROM titles, the Top Ten PlayStation titles and a selection of 16-bit best-sellers (SNES/Mega Drive/Gameboy titles and hardware).

What's more, every month you'll also get the chance to win all the Top 10 CD-ROM titles featured on this page, courtesy of Our Price. All you have to do to enter is answer the question below, pop it on a postcard and send it in to *PC Zone* at the usual address – it's that simple.

**OUR PRICE QUESTION:** Which development team produced *Duke Nukem 3D*?

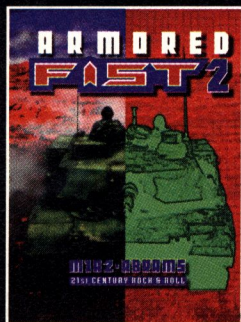
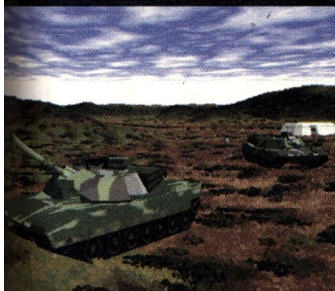
Rules: All entries must be received by 15 September 1996. No correspondence will be entered into – if you ring us up we'll subject you to vitriolic abuse before bunging you into the lions' cage at London Zoo. The editor's decision is final and the winners will be notified by post. All other usual restrictions apply.

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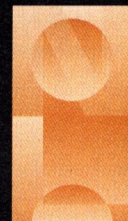
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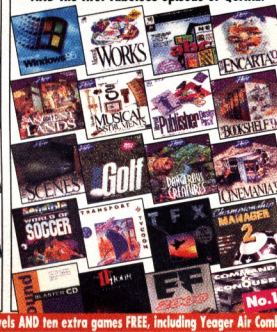
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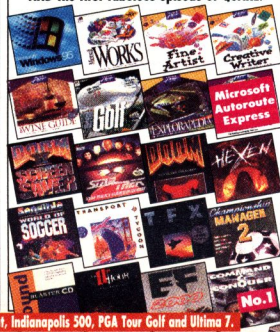
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# At home with... *Mirage*

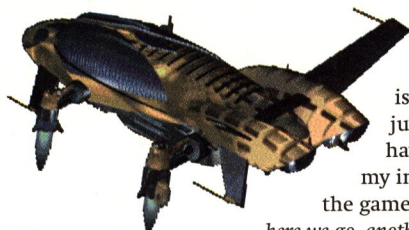
**Chris Anderson talks to the bods at Mirage about their incredible new strategic shoot 'em up, *Bedlam*.**

**M**IRAGE HAVE SENSIBLY DECIDED TO STOP MESSING ABOUT with beat 'em ups featuring big robots duffing each other up (*Rise Of The Robots 1 and 2* anyone? Didn't think so) and have now turned their attention to the genre we all know and love, namely the strategic shoot 'em up.

And it's just as well for all you out there that they have, because *Bedlam*, Mirage's new kill-fest, is an absolute corker. We've just got the demo in and I have to admit that, although my initial thoughts on seeing the game were along the lines of

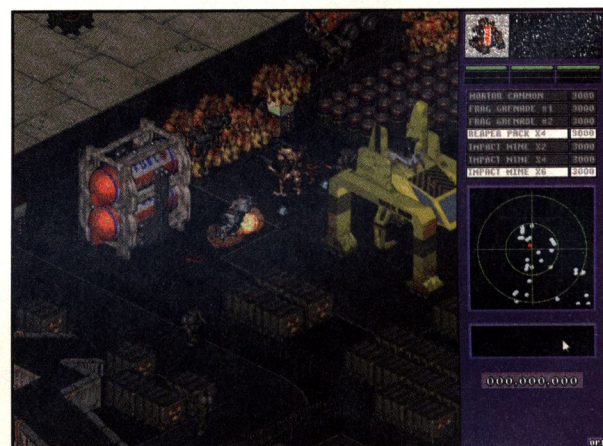
here we go, another bloody shoot 'em up, having played the game for a bit I'm absolutely hooked. Why? Because it's incredibly simple to get to grips with it, and it's got fun stamped all over it with a capital 'F'.

To celebrate our exclusive acquisition of this gem of a game, we decided that much talking to Mirage bods about it was definitely the order of the day. I managed to track down Paul Johnson, the senior programmer, who was suitably excited about the whole affair. "*Bedlam* has greatly exceeded our expectations," he enthused wildly. "The original idea was just to come up with a simple shoot 'em up that was fun to play, but when we realised how versatile the game engine was, we decided to add strategic elements to complement the arcade action."



(Left) Highly detailed robots like this one are all over the playing area. Kill them.

(Below) Er, I think something might have blown up here.



And very well it works too. If you think it looks a bit like EA's *Syndicate* from the screenshots, you're not a hundred miles away from the truth. The action is very similar but the way you move your characters around is more along the lines of *Cannon Fodder*. Paul explains: "It's certainly true that we were heavily influenced by both games at the start of the project, but we believe our mouse control system is a lot simpler than the rather fiddly interfaces used in both *Syndicate* and *Cannon Fodder*. We also think the game's inherent simplicity will endear it to a much wider audience."

He could be right. *Cannon Fodder* is a brilliant game, except for the interface which becomes particularly frustrating in the later levels when you're being set upon from all sides and you can't get the buggers to do what you want. *Bedlam* will supposedly address all these problems.

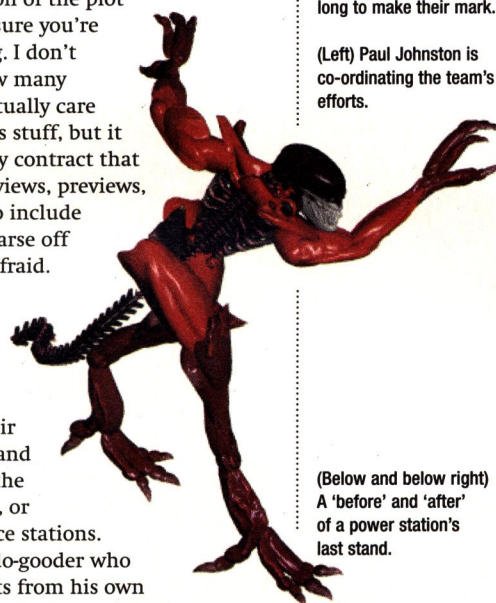






## On losing the plot

For those of you who read *PC Zone* on a regular basis, here's the brief description of the plot that I'm sure you're expecting. I don't know how many of you actually care about this stuff, but it says in my contract that all my reviews, previews,



At Home With things etc have to include much plot-explaining to bore the arse off our readers, so it's tough-ola I'm afraid.

*Bedlam*, like all self-respecting futuristic shoot 'em up efforts is, of course, set in the future. A bunch of robots manufactured to perform domestic duties for the public at large have turned on their lazy git owners, murdering them and wrecking everything in sight. All the survivors are hiding underground, or cowering above the surface in space stations. You play a spoil-sport mercenary do-gooder who controls a bunch of virtuous robots from his own space station. Using remote control, you must send your robots after the baddies and wipe them all out.

Speaking of robots, at present there's only one type of robot for you to use in the game. I asked Paul if the final version would allow you to use different ones, all with different attributes and weapons - and I think I touched a nerve. Over to Paul: "This is something which is the subject of much discussion and debate around here at the moment. We're split 50-50 as to whether or not the player will have different robots to choose from. If we *do* decide to give people a choice, they won't be able to have different types of robot on screen at the same time. They'll have to choose at the beginning of a mission which one they're going to use."

## And there's more...

*Bedlam* isn't the only ace Mirage are holding up their creative sleeves. As I write this, they're beaver away on a number of projects, two of which are *Cowpokes* and *Virtus*. These projects are so secret that we don't even know what sort of games they are, or indeed anything about them at all. Never mind, here's a few of the characters from each one to whet your appetite for the next generation of Mirage titles.

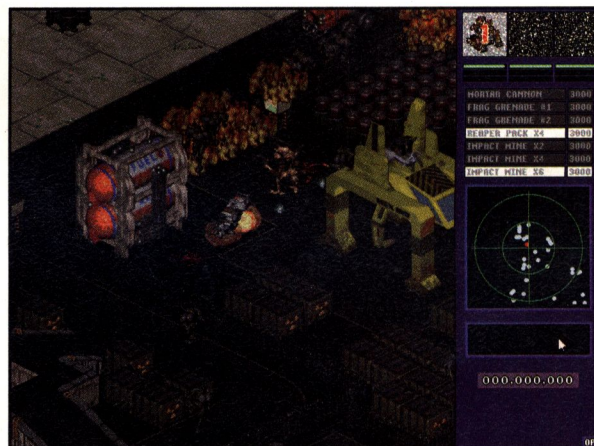


(Top left) The team behind *Bedlam* are new to PC games. Judging by their debut it won't take them long to make their mark.

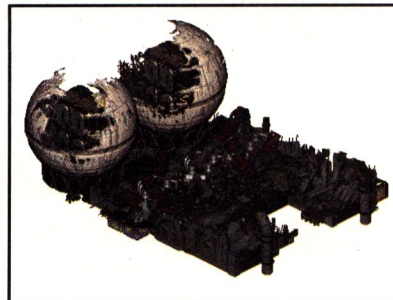
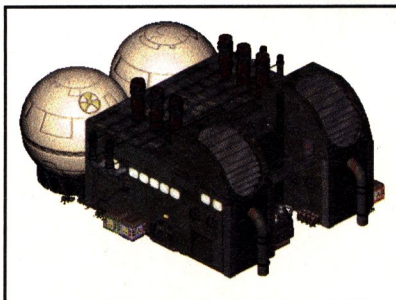
(Left) Paul Johnston is co-ordinating the team's efforts.

Encouraged by this I decided to really put the cat among the pigeons by saying that having different robot-types would be an absolutely splendid idea and that it should be sorted out immediately. Paul seemed pleased with my enthusiasm. "Well, now that you've mentioned it, I think we will give people a choice of which robots to use. I'll have a chat with the lads."

Cool-ola. It sounds like I've just started a top fight down at Mirage. I'll give you an update on the battle in a future issue. Probably. Anyway, as *Bedlam* is on our cover disc this month, turn the page for our guide to getting the most out of it.



(Below and below right) A 'before' and 'after' of a power station's last stand.



THE BITMAP BROTHERS

# "WE WERE COMPLETELY BLOWN AWAY"

PC ZONE

OUT ON PC-CD ROM AUG 24

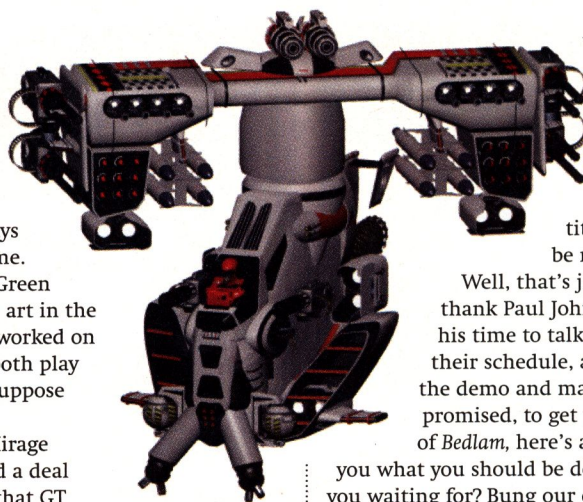




## Newble alert

Considering the total fantasticness of *Bedlam*, you could be forgiven for thinking that the team working on the game are all past masters at producing top-notch PC titles. Incredibly, this is not the case. Says Paul: "This is our first ever PC game. In fact Mike Bareham and Kevin Green (who produced 95 per cent of the art in the game between them) have never worked on any game before, although they both play PC games in their spare time." I suppose we'll let them off then.

Other interesting news from Mirage is the fact that they've just signed a deal with GT Interactive to the effect that GT

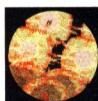


will be publishing future Mirage titles, including *Bedlam*. This is seen by both parties as an excellent strategic move and indeed we agree that GT's marketing power combined with Mirage's exciting new titles will make them a force to be reckoned with.

Well, that's just about it from us. I'd like to thank Paul Johnson from Mirage for giving up his time to talk to me at such a hectic point in their schedule, and Julia Coombes for arranging the demo and materials for this preview. And, as promised, to get you right in the mood for a spot of *Bedlam*, here's an enormous picture which shows

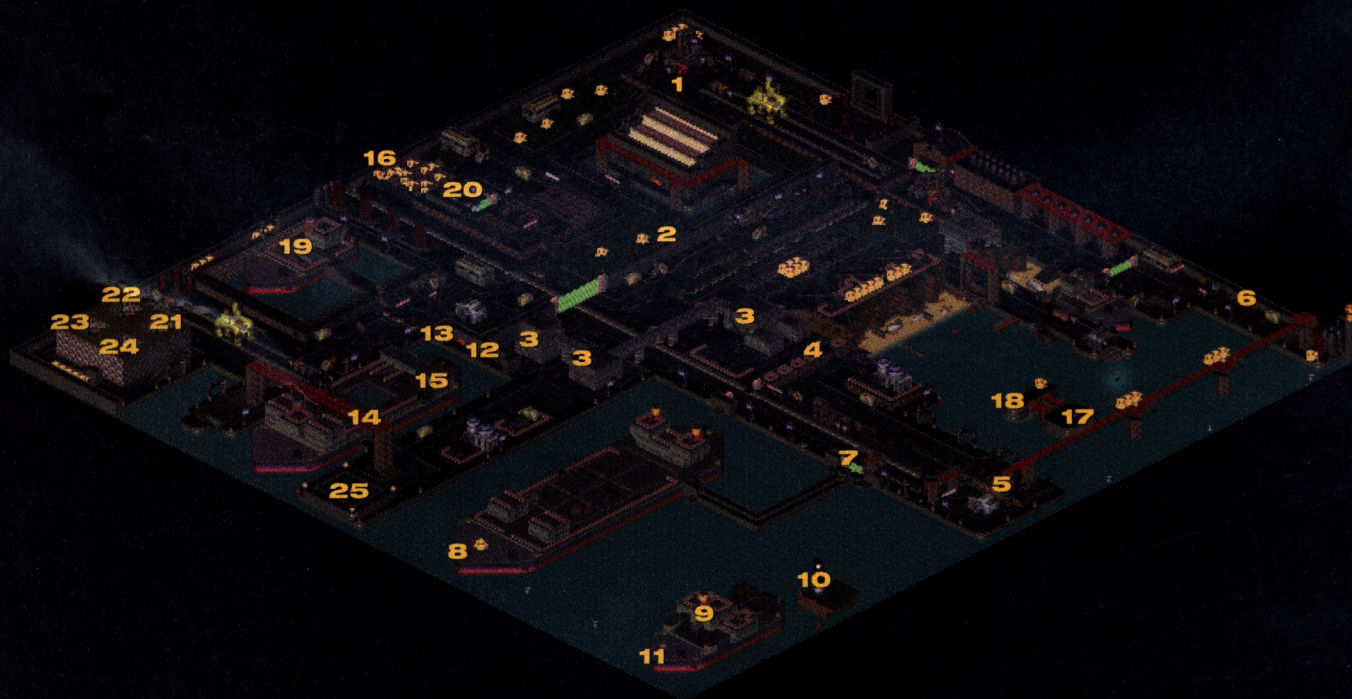
you what you should be doing in this fab demo. So what are you waiting for? Bung our cover CD in your drive and enjoy. **Z**

(Right) You don't actually take to the battlezone yourself in *Bedlam*. Instead you sit in your space station and let robots like this one do the dirty work for you. Smart.



## Play Bedlam!

What we have here folks is a playable demo of what we're sure you'll agree will be one of the best games around when it comes out next month. The general idea is to move your robot around the screen with your mouse, right-clicking to blast any enemies that have the misfortune to get in your way. The diagram below shows you all the different points on the playing area, with a description of what you should be doing there. We'd like to point out that Mirage are still tweaking the difficulty level, so some people may find the demo a little bit easy. However, the finished game will have three levels of difficulty, so if you think you're well hard, you'll be catered for. See the cover disc pages for specific instructions on loading the game and controlling the robots.



- 1 Start point
- 2 Destroy this wall
- 3 Take out all three of these buildings
- 4 Destroy this wall section for further access
- 5 Ride the elevator to get to the gantry above
- 6 Destroy this power key. Head back the way you came
- 7 You now have access to the ship
- 8 Step on this teleporter
- 9 Destroy the main bridge of the ship
- 10 Move to the stern to have a clear shot at this lighthouse
- 11 Step on this teleporter
- 12 Retrace your steps off the ship. Find this wall and toast it
- 13 Activating this switch gives you access to a sub-objective

- 14 Make your way up the boarding ramp near this gantry
- 15 Activating this switch gives you access to a sub-objective
- 16 There's a teleporter hidden among these containers. Use it
- 17 Activating this switch gives you access to a sub-objective
- 18 Use this teleporter to get back
- 19 Destroy this power key
- 20 Activating this switch gives you access to a sub-objective
- 21 Destroy these containers as a sub-objective
- 22 Destroy these containers as a sub-objective
- 23 Destroy these containers as a sub-objective
- 24 Destroy these containers as a sub-objective
- 25 The extraction point. Destroy the jamming tower and drive over the homing pad



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- Over 30 minutes of humorous video sequences



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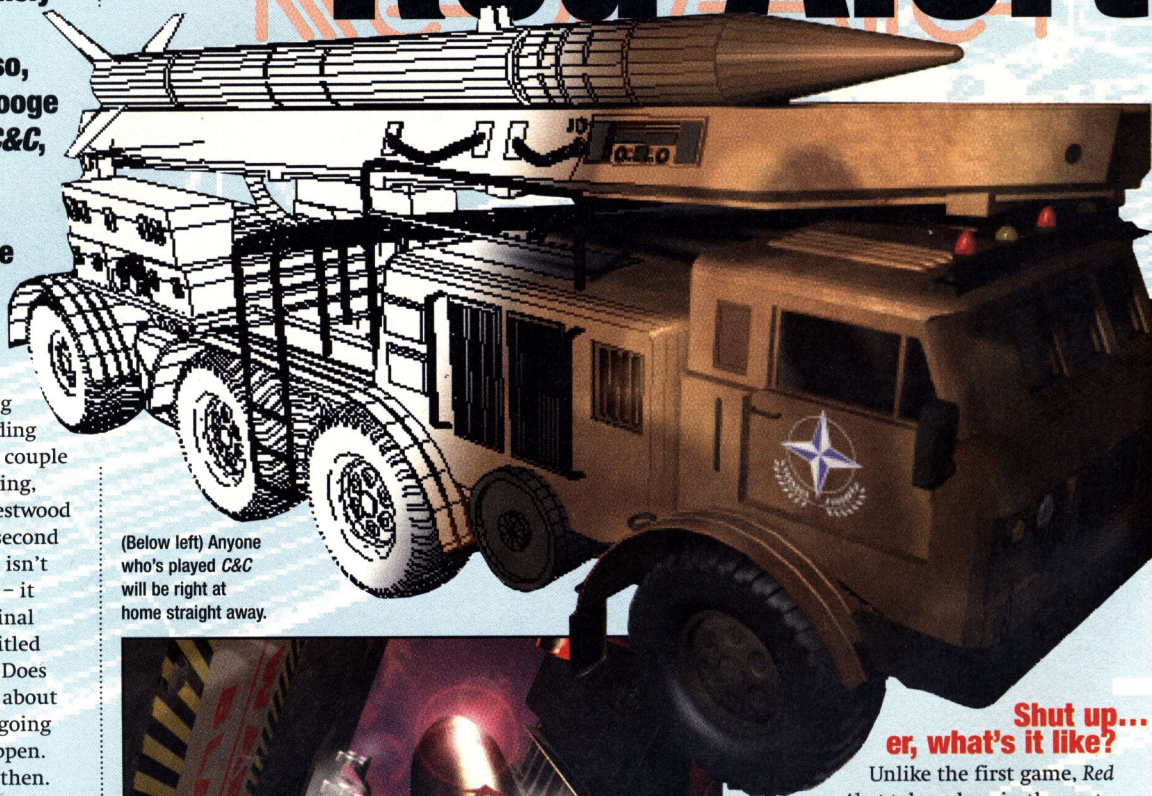


# Command & Conquer: Red Alert

The quote "It looks like someone let off a fire extinguisher in here" seemed to prove extremely popular in our *Quake* preview last month... so, bearing in mind the spooge level associated with *C&C*, **John Davison** simply relies on a previous metaphor to sum up the world's anticipation.

**R**IGHT... IT'S NEARLY finished, it's pretty much sorted, and as long as everything goes according to plan, it'll be in the shops in a couple of months. After a year of tweaking, fiddling and fine-tuning, the Westwood chaps are about to unleash the second *C&C* instalment. Except... er, this isn't the second in terms of the story - it is in fact the first... and the original *C&C* (which was apparently subtitled *Tiberium Dawn*) was episode two. Does that make any sense? Just think about *Star Wars* and the way all that's going to work when the new films happen. Does that help? No? I'll shut up then.

Anyway, *Red Alert* is coming out this year to help piece together some of the ambiguities of *C&C*. It's been designed to answer any questions about the history of the series before the sequel (part two, but actually the third game - but hey - who's paying attention?) *C&C: Tiberium Sun* kicks in next year with a new game and graphics engine.



(Below left) Anyone who's played *C&C* will be right at home straight away.



**Shut up... er, what's it like?**

Unlike the first game, *Red Alert* takes place in the past rather than the near future and deals with an alternate timeline set between the 1940s and the late 1980s. Taking ww2 as a basic time reference, the story begins with a different conclusion to the war. Rather than the Allies achieving victory, in this story Stalin and the Soviets manage to remove Hitler from power by adopting very aggressive military tactics. Fair enough... could've happened - Russia's a big country with a lot of soldiers and stuff. The thing is though, in *Red Alert* we now find that Stalin has gone completely barmy and is using the captured troops and military forces to try and take over the whole of Europe and turn it into a massive Soviet super-bloc. So there you have the sides - Europe on one side and the Soviets on the other.

Although the new powers are very different from those found in *C&C*, the game doesn't completely ignore the Brotherhood of Nod and the GDI. As you progress through the *Red Alert* storyline you soon learn quite a bit about things that you are already familiar with. Both forces rise, become more powerful and gain funding from either one government or the other.

As you can no doubt see from the screenshots, superficially both games







look very similar – but *Red Alert* is actually a very different game from its predecessor. Thankfully, it seems that the team behind the game have listened to many of the comments made by people who had played the original extensively (and there are a lot of you) and addressed them quite thoroughly.

The first and most obvious improvement is that the game now runs in SVGA so it looks fab and... well – see for yourself. Secondly, we now find that the story elements of the game are non-linear. There are loads of different cut-scenes throughout the game (just like *C&C*), but these are affected by events that happen on the battlefield. This time round we find that there are more 'characters' in the war and more soldiers which you can develop some kind of emotional attachment to. But this is all by the by... what's really important is the new stuff.

## Cool new stuff

Although no one seemed to be expecting much new stuff, we've actually found that there are loads of new things to get to grips with – so here they all are in one hugely enthusiastic spooze-fest.

Unit-wise everything has been overhauled completely... many of the soldiers found in the original game are here, but it's the new stuff that is really cool. Most importantly, we have the new commando

(everyone's favourite, we think) who is now a rock-hard chick who struts around with two machine guns mowing down absolutely anyone and anything that happens to get in her way. Then we have the spies who are capable of imitating any enemy troop and then infiltrating bases. Once you have one of these guys ensconced you can access all of the information you could possibly want about your opponent – you can see his radar, the units he has and even how much dosh he's stashed away. And the cool thing is that very often no one will ever know that he's there. The only way to actually find out is if your opponent tries to control this particular troop, he won't be able to click on him and make him do anything.

What else? Oh yes... the engineer characters have been given a major overhaul and they now come in different flavours – there's original (who just go in and take things over) and new blue minty 'renovator' flavour who are capable of bundling into partially destroyed buildings and units and getting them to work again (for you) using bits of string, blue-tack and belly button fluff.

Although not strictly a 'troop', the other completely new 'soldier' is the

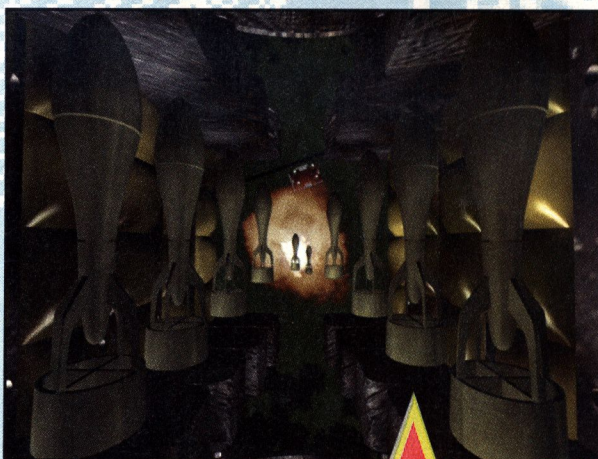


## Multi-player stuff

Multi-player *Command & Conquer* proved to be extremely popular and as a result the *Red Alert* team have put a lot of thought into enhancing this element of the game. We now find that there are many specific multi-player missions along with missions split up into all out combat, co-op play (multiple people either against another group, or against the computer) and a rather cool practice mode called 'skirmish' where you play against the computer which is supposed to behave more like a human player.

Multi-player games allow you to choose individual countries to play, and each of these will display subtly different attributes.

Once you've exhausted all of the options that the game offers, it's been hinted to us that the final game will include a map editor so you can make things really difficult for yourself.



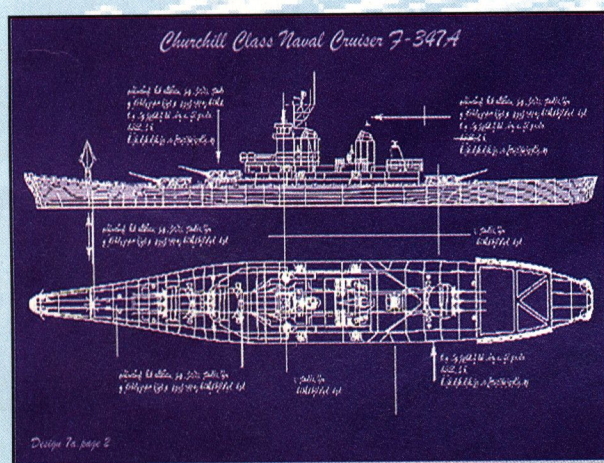
(Above left) As you can see, the whole thing is recognisably *Command & Conquer* related, but there are now far more features along with fab new buildings and units.



(Right) These things tend to pop up quite a bit in *Red Alert*... and they're cool.

IN PRODUCTION





guard dog – a vicious rottweiler/ Doberman type creature that you can have loitering around near the doorways to important buildings. These are incredibly vicious creatures and they're almost as much fun to deal with as the dogs in *Quake*.

Now then... weapons. This is where it starts getting really juicy. It seems that the designers at Westwood have been having an absolute ball designing all the new goodies, and we find that all the weapons are now divided into three different categories: naval, air and ground. The ground stuff is all pretty similar to what we're used to – although there are a couple of new units in the shape of mine-layers and these rather fab gadgets called 'mobile gap generators' which are little trucks that can re-introduce the 'black shroud' that envelops the battlefield in *C&C* to hide any particularly nasty attack forces that you are assembling.

The air and naval stuff is where the fun starts, though. For airborne fights, rather than simple air-strikes, we now have bombers that can chuck out either paratroopers or er, well... bombs, migs and other such jetfighters that can attack specific targets, low level strike craft (sort of Yak type things) that can



be used for mowing down troops, spy planes and even orbital spy satellites.

In the sea we have destroyers that have some seriously powerful long-range artillery, water transports and (the coolest) submarines. Fantastic.

As you would expect, all of these new weapons also have appropriate buildings with which to service them – new airstrips, submarine docking stations, harbours, factories and the like and all of these serve to make the resource management side of *Red Alert* far more pronounced than in *C&C*. If subs don't have somewhere to pop up, they get into trouble; aircraft need somewhere to land, and so on and so on.

Of course in order to build and fund everything, you need some kind of resource to back up your plans, and whereas *C&C* dealt with Tiberium (and this does start to appear towards the very end of *Red Alert*), in this you have to mine for basic ores which you can either use to build things, or simply sell to get your hands on more dosh.

As far as we know at this stage, Westwood have just about finished the game, so we'll be bringing you a full review in the next couple of months. No doubt you'll all be wondering how it's going to stand up against *Z* (see review on page 55), which to all intents and purposes appears to be the new benchmark for this kind of title. **Z**

## Product details

**Developer:** Westwood Studios

**Publisher:** Virgin Interactive

**Telephone:** 0171-368 2255

**Format:** CD-ROM

**Release date:** September

(Top left) Unlike the original game, the scenery in *Red Alert* does tend to change a lot – different countries have different seasons and the weather has an effect on the action. Ooh, yes. It's all in lovely crisp SVGA now as well.

(Right) One of the more interesting new units is the 'gap generator' which produces the black shroud that envelops the levels.





Win 3.1  
Win 95

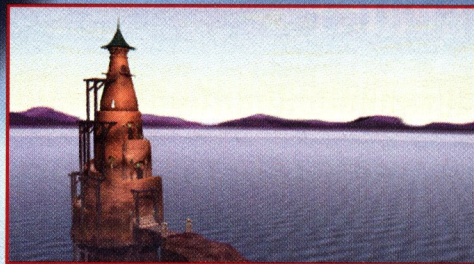
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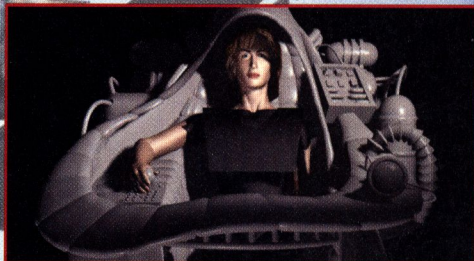
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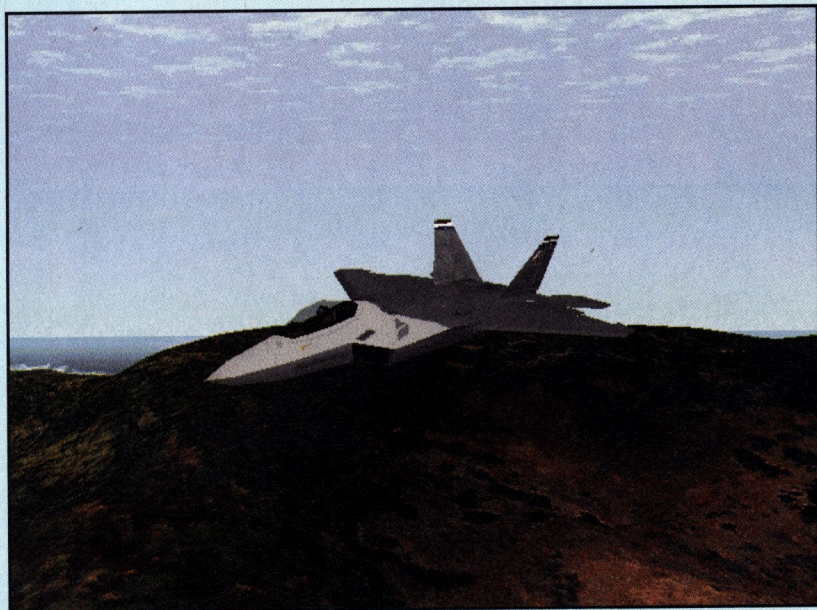
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Having once been an extra in *Grease*, **Warren Christmas** always gravitates towards anything with the word "Lightning" in it. So naturally he was the ideal choice etc etc (and it stopped him doing his dance routine).

**T**HE MESSAGE WAS GARBLED, but the assignment sounded interesting: "Warren... it's... from Zone... we want you to... go and check out... Jet... Lightning... next week." Alrighty! Naturally, I was excited. Okay,

so *Gladiators* isn't my favourite TV programme, but which red-blooded male could resist the 'talents' of two of its 'biggest' stars? Jet! Lightning! FANTASTIC!

And then the penny dropped. How disappointed was I to find that my mission was, in fact, to check out a jet fighter simulator based on the F-22 and not a couple of 'fit' young ladies? Well, how big is the play area in this bloody flight sim thing?

Still, having flown several thousand miles in the last year or so, I'm ideally positioned to preview the latest in state of the art flight simulators. Admittedly, if I had actually *piloted* a plane (like, at all), rather than merely sitting on my arse drinking, smoking, eating,



(Left) Look... look... it's a pretty plane flying over some pretty hills.

(Above) The graphics engine really is pretty fantastic. It's a bit slow on anything but a mega-ninja PC though.

smoking, watching films, sleeping, smoking, eating and smoking (roughly in that order) as a member of the paying public, I'd be even better placed to bring you an authoritative low-down.

Nevertheless, I *do* know realism.

When I look out of a Boeing 747's window at 32,000ft, the landscape – if I can make it out at all – hardly seems to be moving. And this, when you think about it, is exactly what it's like running DID's *EF2000* on a 486.

Anyway, the F-22 is effectively America's answer to Europe's *EF2000*. In other words, it's a jet fighter for the 21st century. It's top secret but, as of now, probably not as secret as Novalogic's new simulation. To bring you this preview, we were given a password-protected and code encrypted disc, forced to sign a non-disclosure agreement and banned from taking our own screenshots. Must be pretty good, we figured.

# F-22 Lightning II

(and some other stuff)

IN PRODUCTION



## Product details

**Developer:** Novalogic  
**Publisher:** Novalogic  
**Telephone:** 0171-405 1777  
**Format:** CD-ROM  
**Release date:** September

### Bit in the middle

But we'll come to *F-22* in a minute. The thing is, you see, most PR and marketing types are far too busy (poor things) to read through *whole* articles, so now we're at the 'bit in the middle' I have the ideal opportunity to tell you about Novalogic's top secret (yes, even more secret than *F-22*), sci-fi-action-adventure-type-thingy, called *Killsuit*, safe in the knowledge that no one will find out.

*Killsuit* is a shite name, sure, but we've witnessed an early version and it's looking very tasty indeed.

Imagine  
 Fade To  
 Black

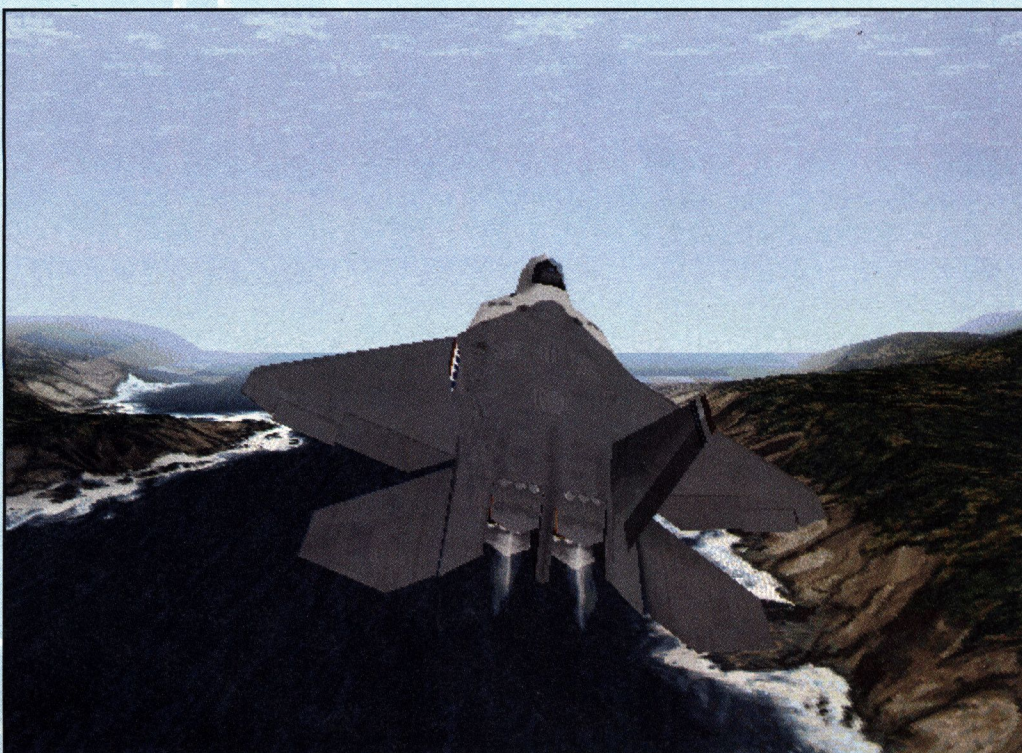
with similar-ish but faster gameplay, a choice of first- and third-person perspective views (the latter with fixed-wall and follow mode

options), highly-detailed graphics with real-time lighting, a Hollywood script, tons of FMV cut-scenes, oh, and a multi-player team-mode option, and you'll get the rough idea. Sadly *Killsuit* isn't due until well into next year, so we'd better get back to *F-22*.

With *Falcon 4* and *Jetfighter III* still stuck in the hangers, Novalogic find themselves primarily competing against the likes of Ocean/DID (with *EF2000*), EA (*Jane's ATF*) and, I guess, MicroProse (*Top Gun*). What does *F-22* offer to the genre?

### Graphic delights

Well, Novalogic claim that *F-22* has four key selling points – a superior graphic engine, the accuracy and detail of the aircraft controls and the flight model, ease of control and multi-player



capabilities. Bearing in mind that we've only flown a beta model, and that this is a preview not a review (ie I can be as flippant as I like), let's go through the list.

(Above) As we have come to expect from all flight sims these days, this one offers you loads of different views that you can prat about with. This way you can see your multi-million dollar aircraft crashing into a pretty looking hill from a variety of different angles.

need a manual to get this baby in the skies – whack on the afterburners and off you jolly well go. But then as a simulation of an easy-to-fly aircraft, you wouldn't expect it to be any other way, would you? Sorry, prop-heads, this probably ain't for you.. unless you tie your hands behind your backs to make it more 'challenging'.

Multi-player capabilities? These haven't been implemented yet, but we're promised support for up to eight players across a network (plus, naturally, two-players via modem/serial link), with both co-operative and competitive missions. For the solo fighter, incidentally, there will be training missions, four or more main campaigns (each with a storyline complemented by live-action video briefings), head-to-head shoot-outs and a Quick Mission editor for one-off flights.

So what have we got? Potentially, at least, a fantastic-looking flight sim which is *fun* and *easy* to play. Can't argue with that. **Z**

The graphics? They look, in a word, gorgeous. In four words, better than *Flight Unlimited*. Novalogic have pushed aside their own Voxal Space technology for this project and wheeled in a very tasty polygon-based engine complete with detailed, photo-realistic landscaping (jungle, desert and coast-line); lightsourcing (from the sun); smart vapour, smoke and cloud effects; three different graphic modes; multiple camera views including an excellent fly-by mode – you name it and it's here. Lovely.

The accuracy and detail of the aircraft controls and flight model? Who could possibly judge how accurate it is aside from a few Lockheed employees and test pilots? Whatever, Novalogic have used as much military information as is legally possible, and it does *feel* good.

Ease of control? I can comment with some authority on this one. You don't



## Remember F-22 Lightning?

Okay, hands up who remembers the original *F-22 Lightning* flight sim? Go on, you must remember that massive 368-page glossy manual, no? What about those brilliant graphics? Or that hilarious Red Arrows cheat? All coming back now, eh?

No it's not, you little fibber. You see, not only is everyone releasing sequels – *Descent 2*, *Civilization 2*, *Witchaven 2*, *Settlers 2*, *Cyberia 2* and er, *Euro 96*, to name just a few from recent months – it's got to the stage now where some companies (well, Novalogic anyway) are *pretending* to release sequels.

There was never a game called *F-22 Lightning* (as far as we know), but this one's called *F-22 Lightning II*. Why? Novalogic won't tell us. Still, I guess that at least it means that no one can accuse them of cashing in on the original.





# Elder Scrolls II:

IN  
PRODUCTION



We sent **Charlie Brooker** to the United States for a glimpse of the sequel to Bethesda's *Arena: Elder Scrolls*. Incredibly, he made it through immigration without being pistol-whipped into delirium by a granite-jawed ex-marine (he won't let us tell you how disappointed he was)...

(Above) He's the firestarter! Twisted firestarter! (etc)

(Left) Someone who won't be enclosing a photo with their 'Dateline' application.



**H**AVE YOU EVER READ 'USA TODAY'? It's an incredibly successful American newspaper with a clever little gimmick: it contains no news whatsoever. Brilliant. Instead of a host of lengthy articles outlining the impending collapse of Western Civilisation, it consists almost entirely of fun-size chunks of facts and figures about things that don't really matter. So you think you're learning something, but in reality, you're merely wasting

your bloody time. Anyway, as a kind of tribute to this great American institution, I'm going to kick off this piece with a smattering of 'factoids' and 'databursts' which should satiate those of you with five-second attention spans before we get down to the nitty gritty with the long boring waffly bits. Okay? Right.

**FACTOID #1:** Bethesda Softworks are based in Bethesda, Maryland, near

Washington. The correct pronunciation is 'Beth-ess-da', and not 'Bath-setter', 'Buh-theez-der' or 'Ba-thingamajig', which were my previous attempts at getting my tongue round it before I actually went there and was put right.

**FACTOID #2:** Their popular 'open-ended' RPG *Arena: Elder Scrolls* was originally envisaged as a fighting game, set in a combat arena (hence the name). That's why it's got warriors on the cover – and if you look closely, you can also see the 'arena' behind them in the background.

(Left) Just two of the many many many many people you'll meet in *Daggerfall*.

(Below) Two legs good, eight legs very bad indeed.





# Daggerfall



**FACTOID #3:** Bethesda are set to release *Daggerfall*, which is a sequel to *Arena*, any minute now.

And did you like the way I sneaked in some genuinely useful information? Now let's press on.

## A thorny problem

*Daggerfall*. Ahem. Um. Ah. Well I've got a slight problem here. At this point in a preview or review it's more or less traditional to explain the storyline behind the game in question. The problem is that *Daggerfall* doesn't exactly have a storyline. Although, in a way, it does. If you see what I mean. Oh sod it, perhaps I'd better explain. You see, the idea behind *Daggerfall* is

that it behaves differently to most role-playing games. Y'er common-or-garden RPG usually starts with you, the player, being told exactly what you've got to do. You know the kind of thing: "Rescue Princess Seacow from the Black Castle", or "go and fetch me a set of five golden crowns, and could you pick up 20 B&H from the shops on the way back?". Rigid, linear stuff. But *Daggerfall* doesn't work quite like that. Instead, it acts more or less like a human Dungeon Master would during a game of *D&D* round the kitchen table. It lays things out, sets things up – but leaves you free to make up your own mind as to what to do, and when.

Questing comes into it, obviously – and there are plenty of missions for you

(Above) As you can see, *Daggerfall* has realistic weather and everything.

(Below left) See! It's raining. I know what I'm talking about, me.



## Do what you feel, man

*Daggerfall*'s gameplay is so flexible that it would put the supplest Indian contortionist to shame (even one who can stretch his legs three times round his body and wrap his neck round his ribcage). You can do what the hell you feel like. Fancy a stroll through the woods? Fine. Want to burgle that palace over the hill? Feel free. Or maybe you'd rather just pop down to the local tavern and drink yourself into a stupor? Be my guest. You can even buy a house and settle down, for God's sake.

It's not *totally* loose, obviously. The clever bit is the way that your actions put storylines into operation: for example, people you meet will ask you for help or give you suggestions, which of course leads to a spot of adventuring. Also, your actions have definite repercussions: it's all very well running amok in a sleepy market town, merrily stoving heads in with your mace like some kind of out-of-control fairground whirligig, but you'll probably get arrested if you do (and you'll have to go through a trial and everything). More significantly, your actions help build your reputation – and that's very important. Just ask James Hewitt.

## Product details

**Developer:** Bethesda

**Publisher:** Virgin Interactive

**Telephone:** 0171-368 2255

**Format:** CD-ROM

**Release date:** September



## Separated at birth?

Here's another *USA Today*-style Astounding Fact: Julian LeFey, *Daggerfall*'s lead programmer, sports a rather impressive mullet\*. So did Limahl, the warbly-voiced frontman of one-time kiddie-popsters Kajagoogoo. *Daggerfall* has no precise 'beginning', 'middle' or 'end' – in fact, it carries on for as long as you continue to play, making it something of a 'never-ending story'. Spookily enough, Limahl had a solo hit called *Never Ending Story* a few years back. The similarities end there however, since LeFey is an accomplished programmer who hails from Denmark, whereas Limahl is a has-been who comes from The Horrible Dimension of Arse.



(Far left) Julian LeFey: Top mullet-sporting Danish programming bloke.

(Left) Limahl Kanikajafagplease: Where is he now? And why?

\*Mullet (mull-et), noun: A genuinely upsetting haircut which foolishly attempts to marry short spiky hair (at the front) with long flowing hair (at the back). Mullets are usually worn by heavy metal fans, programmers and undesirables like Pat Sharp. The European Court of Human Rights is considering the introduction of legislation which would ban the use of Mullets, on the grounds that they are a nightmare of ghoulish obscenity which must be destroyed.





(Above) Don't fancy yours much.

to stumble across (as well as one major one) – but you can, if you wish, ignore them completely and explore things off your own back. Bethesda call this “writing your own story”, and that sounds pretty accurate to me.

Oh yeah – and it's all backed by a first-person perspective, 360 degree 3D engine which is flexible enough to let you do almost anything, from wandering across wind-swept mountain ranges to clambering up the chimney in a castle.

(Below) Delightful self-contained studio flat. Available immediately. Slight mist problem.

(Below right) A demon bloke and a castle, yesterday.

## Tinker, tailor, soldier, spy

The versatility of the gameplay is maintained right across the board – and the very start of the game is no



exception. When it comes to choosing your character, for instance, you've got a wealth of options at your disposal. Lazy bastards who don't give a toss about anything can let the computer generate one automatically (if they can be bothered to click the mouse in the first place, that is), whereas pickier souls can enter the far more interesting ‘questionnaire’ sequence. This sets you a series of multiple-choice questions not unlike those which appear in the back of *Cosmopolitan* – except it doesn't ask you to examine your sexual preferences and stuff like that. No no no. Instead it asks you a series of altogether more sobering questions and then generates a character that ‘suits’ your personality as closely as possible. Smart. Real hardcore dice-slingers can also build their characters by rolling stats until they're blue in the face. Flexibility, mate, flexibility.

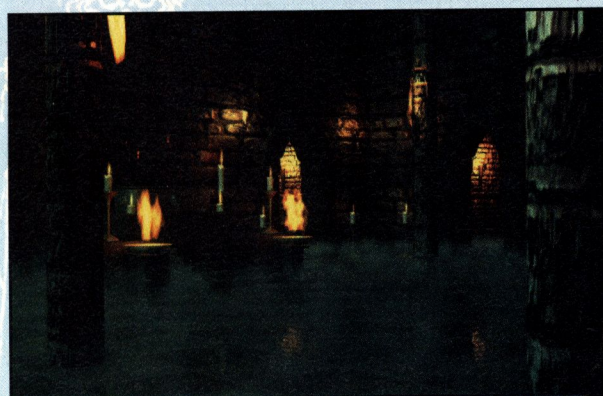
So then, it all sounds good: an RPG that acts as Dungeon Master and allows the gameplay to form according to your every desire – but is it going to work? Well, it's really too early to say right now, but the signs are more than promising. There's the reputation of *Arena* to live up to, for one thing – and the programmers and designers in charge of the product aren't exactly dum-dums when it comes to RPGs, either. For your information, Bruce Nesmith (lead designer) used to be both Creative Director and Senior Game Designer at TSR (the creators of *Dungeons and Dragons*), so if he isn't qualified for the job, I don't know who is.

Still, all should become clear by September, which is when *Daggerfall* is due to appear. Meanwhile, unsheathe your swords and polish your helmets in preparation for our full hands-on review in an upcoming issue. **Z**



## It's Doom! It's Quake! It's neither! It's an RPG!

Like the *Ultima Underworld* games, *Daggerfall* is viewed from a first-person perspective. Unlike *Underworld*, it sports Bethesda's bang-up-to-date 3D ‘Xngine’. Furthermore, *Underworld* was set in a sprawling dungeon, which is fine if you're agoraphobic, but not so good if you like to go outdoors now and again. *Daggerfall* brings you the best of both worlds: plenty of twisting, turning dungeons (in proper 3D), and loads of ‘outdoorsy’ bits. You're free to wander across a playing area that's three times the size of Great Britain, and 30,000 times more interesting (Doncaster doesn't appear on the map, for instance). There's loads of other stuff to explore as well – castles, palaces, graveyards, towns and villages – you can even break into people's houses and rifle through their belongings if you want (although there's no option to crap on their carpets like real-life burglars do).





PC CD-ROM

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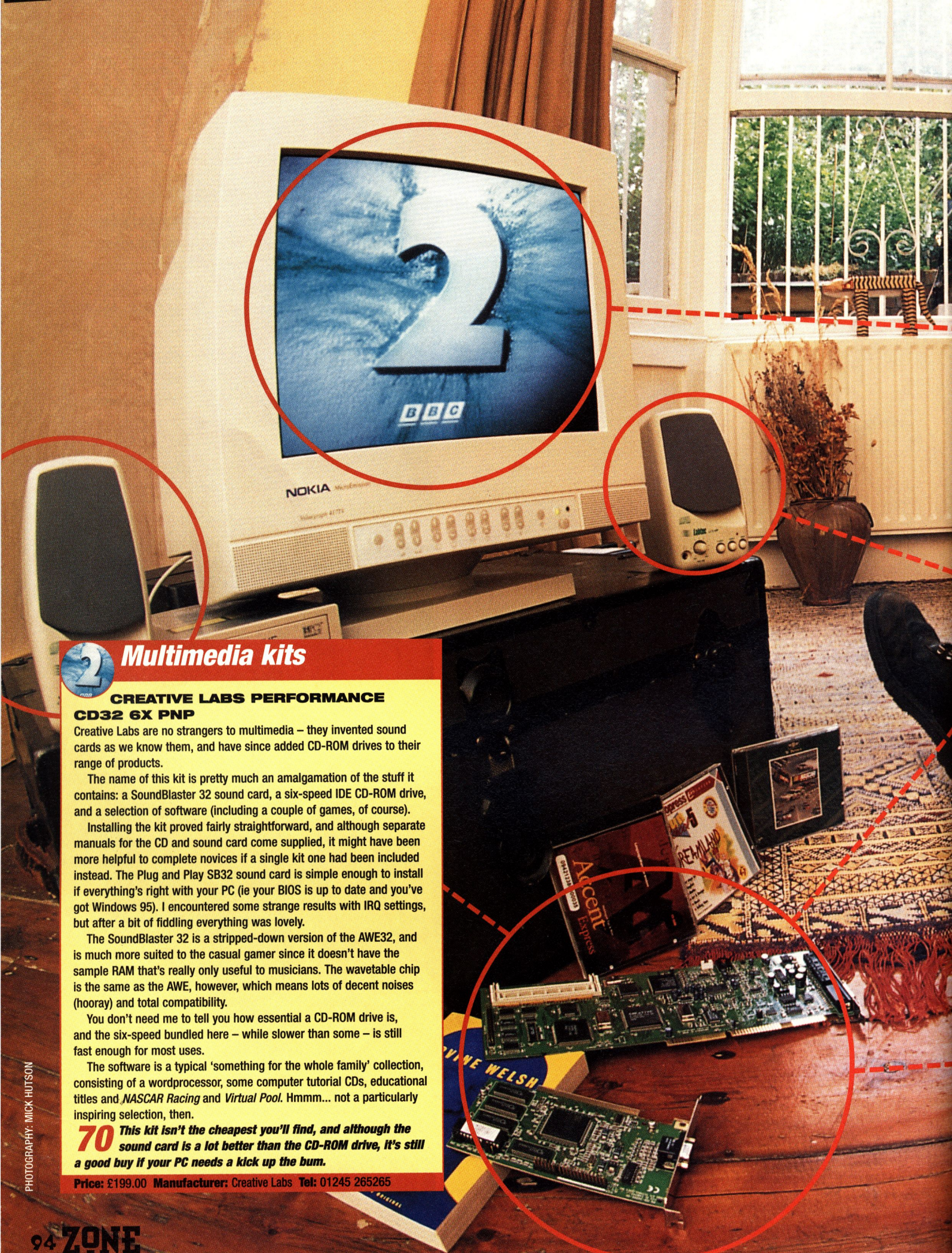


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2

## Multimedia kits

### CREATIVE LABS PERFORMANCE CD32 6X PNP

Creative Labs are no strangers to multimedia – they invented sound cards as we know them, and have since added CD-ROM drives to their range of products.

The name of this kit is pretty much an amalgamation of the stuff it contains: a SoundBlaster 32 sound card, a six-speed IDE CD-ROM drive, and a selection of software (including a couple of games, of course).

Installing the kit proved fairly straightforward, and although separate manuals for the CD and sound card come supplied, it might have been more helpful to complete novices if a single kit one had been included instead. The Plug and Play SB32 sound card is simple enough to install if everything's right with your PC (ie your BIOS is up to date and you've got Windows 95). I encountered some strange results with IRQ settings, but after a bit of fiddling everything was lovely.

The SoundBlaster 32 is a stripped-down version of the AWE32, and is much more suited to the casual gamer since it doesn't have the sample RAM that's really only useful to musicians. The wavetable chip is the same as the AWE, however, which means lots of decent noises (hooray) and total compatibility.

You don't need me to tell you how essential a CD-ROM drive is, and the six-speed bundled here – while slower than some – is still fast enough for most uses.

The software is a typical 'something for the whole family' collection, consisting of a wordprocessor, some computer tutorial CDs, educational titles and *NASCAR Racing* and *Virtual Pool*. Hmm... not a particularly inspiring selection, then.

**70** *This kit isn't the cheapest you'll find, and although the sound card is a lot better than the CD-ROM drive, it's still a good buy if your PC needs a kick up the bum.*

**Price:** £199.00 **Manufacturer:** Creative Labs **Tel:** 01245 265265



*Discworld* was difficult. So is *Discworld 2*. So too is **Chris Anderson**, which explains why he's writing this preview. (Does it? – Ed.)

# Discworld 2



**D**O YOU HAVE ANY MATES WHO like playing adventure games, I mean *really, really* like playing adventure games? If you have, walk up to them, stare them straight in the face, and shout at the top of your voice "DISCWORLD!". You will then be highly amused as your friend lies squirming on the floor screaming "No, please, No," etc. Top entertainment and no mistake. You see, *Discworld* was a bit on the difficult side. In fact, if the truth be known, it was nigh on impossible to complete without a bit of help. This was mainly down to the fact that many of the puzzles were illogical, and you weren't given much help in solving them. Having an inventory the size of China didn't help either, or the fact that you often had no clue what you were supposed to be doing. Frustrating? Yes indeed. However, despite the high difficulty level, everybody still loved it and most people I know who played it stuck with it to the end (admittedly taking a few hints along the way).

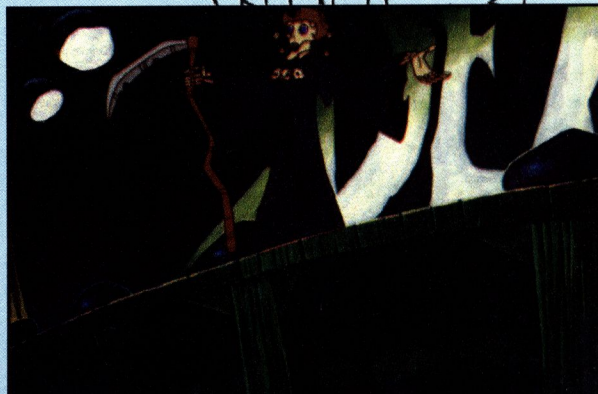
You'll all be happy to know then that *Discworld 2* is on the way, and Perfect Entertainment (the game's developer) have taken the above criticisms on board. A spokesman for Perfect Entertainment admitted: "*Discworld 1* was easy to understand, but quite possibly the hardest adventure game ever written. Its biggest shortcoming was that it did not guide the player more by providing more detailed responses to the player's wrong actions. *Discworld 2* is just as hard

but far friendlier. There are no more 'That doesn't work' responses from Rincewind. Every action on every object solicits a sensible response, and if the player is on the right track, the game lets them know it (by the responses). Likewise, if a player is totally heading in the wrong direction, there are little nudges along the way."

Cool. With this major problemette sorted out, *Discworld 2* should be even more fun to play than the original game, due to the player not having all the hassle or frustration of messing about with his/her not inconsiderable inventory and using everything they've got on every object in each location. Anyway, before we get on to *Discworld 2*, let's have a brief recap on what the first one was all about...

## A novel idea

Just in case any of you out there are not familiar with the original *Discworld* game, let me explain that it was notable for two reasons:



(Above) In *Discworld 2*, Death wears a rather fetching orange wig.

(Left) Unlike the first game, the sequel features lovely hi-res graphics. Hurrah.

(Below) No wonder Rincewind looks worried – Death's disappeared and he's left holding the scythe

(Below left) The sequel sports new cartoon-style characters.

first, all the characters in the game were based on characters from Terry Pratchett's highly successful *Discworld* novels, and second, the voice-over for the main character was provided by none other than Eric Idle of *Monty Python* fame. Eric's voice is immediately recognisable as soon as his character Rincewind opens his mouth, and in my opinion, this is what made the whole game such a laugh. The good news is that Eric's back for the sequel, and this time he's got even more involved with the whole thing. He's apparently written, composed and sung *That's Death*, the theme tune for the game. Why the sudden leap from voice-over provider to budding composer? Eric explains: "They asked me to. Simple as that. They actually wanted to use *Always Look On The Bright Side* (which I wrote) and I said why use that again, let's make one up. They sent me a brief, which I found instantly intriguing, to write a song *selling death*. The concept made me laugh and I wrote it fairly quickly. Then I spent months playing





(Right) Despite the perky graphics and cartoony characters, *Discworld* is still a dangerous place to be at night.



about with it and tightening the lyrics. I got my old friend Tom Scott to produce it for me, and he plays about 15 saxophones on it. We recorded it 'live' with a live band to get that Vegas feel, and then basically overdubbed till we got a large-sounding pit band. I'm very pleased with the way it turned out. I think I could get a gig in Vegas." Er, yes.

Nigel Planer will also be supplying about 20 voice-overs. Nigel played Neil the hippie in *The Young Ones*, and indeed one of the voices Nigel will be doing is a rendition of the Neil character. Kate Robbins of *Spitting Image* fame will also be doing some of the voices, including (wait for it) an orangutan, an imp, and a couple of vultures. The remaining voices (30 or so) were done by Rob Brydon, whom Perfect Entertainment regard as one of Britain's best voice actors. Apart from all these voice-overs from famous bods, the game will also feature vastly improved graphics...

(Below) I thought that lager tasted a bit off.

(Right) Looks like a puzzle bit to me. But maybe it's not.



## Art for art's sake?

As the screenshots on these pages demonstrate, the character styles have changed significantly since the original *Discworld* game. All the characters and backgrounds have a more 'cartoony' feel, which means the sequel will be far more detailed. Perfect Entertainment see *Discworld 2* as a marriage of conventional film animation and computer game animation: "Where possible we tried to stick as close to conventional techniques as we could, using storyboarding and layout before going into studio production. The line-art cells (see screenshots) were scanned in and coloured on SGIs using TOONZ. The 3D cartoon sequences were developed on SGIs using SoftImage. Generally, *Discworld 2* is designed to be more of a cartoon experience. The characters are

more stylised to facilitate funnier animation." And very nice it all looks too.

We don't know much about the plot yet, except that Death has disappeared, leaving Rincewind holding his scythe. Your objective will probably be to find Death and get to the bottom of things. Or something. Either way, we're sure it's going to be absolutely fab, and as usual we'll bring you a full review as soon as we possibly can. **Z**

## Product details

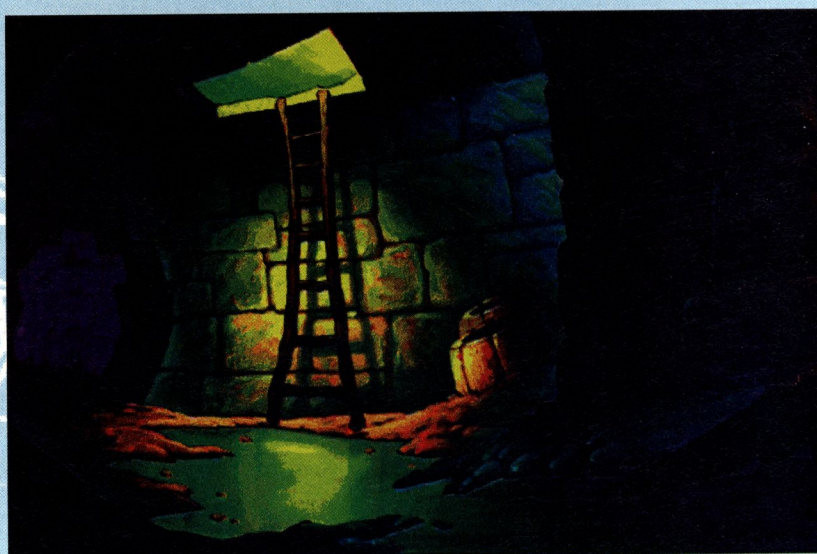
**Developer:** Perfect Entertainment

**Publisher:** Psygnosis

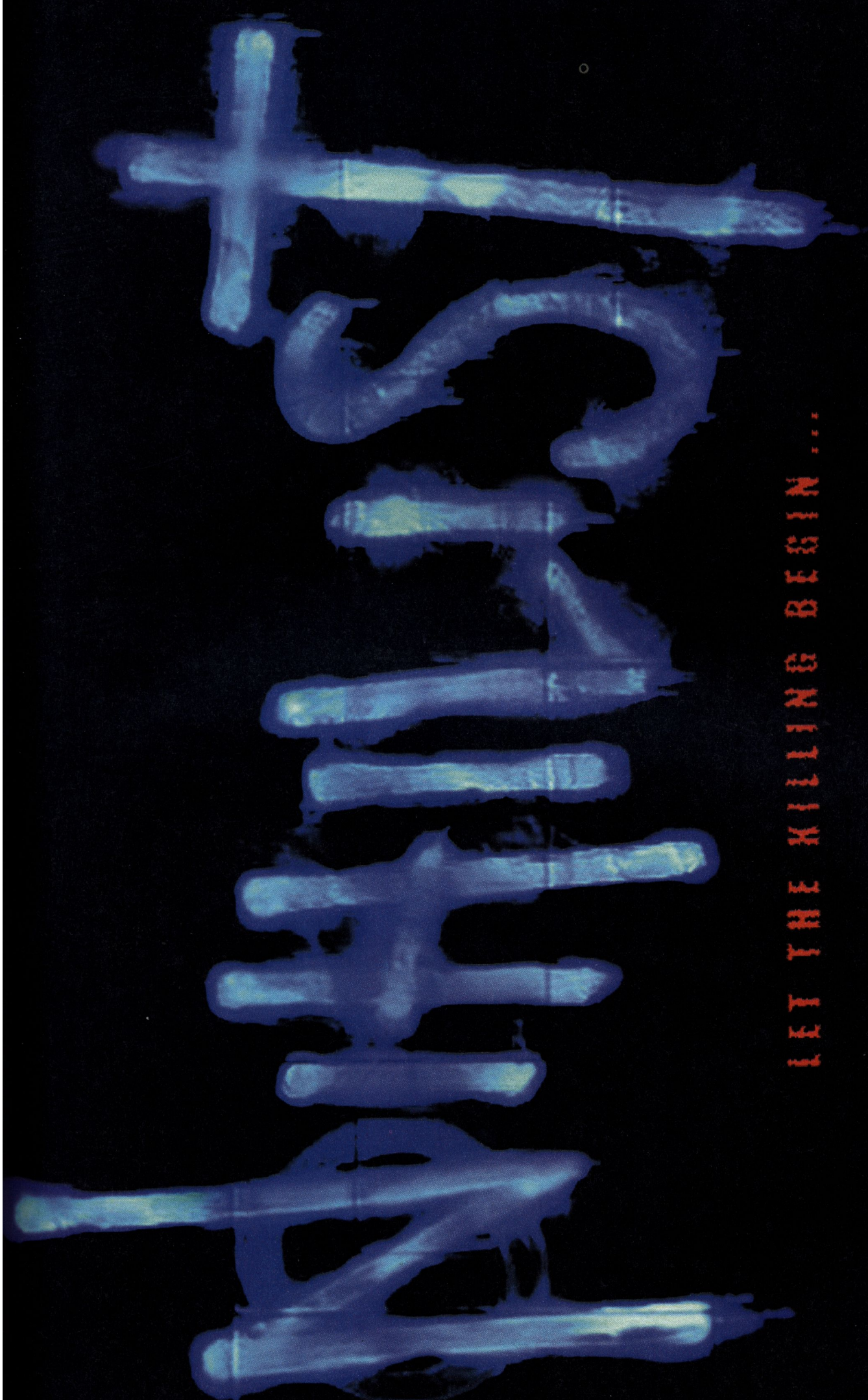
**Telephone:** 0151-282 3000

**Format:** CD-ROM

**Release date:** TBA







LET THE KILLING BEGIN...

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Bullfrog's upcoming *Syndicate Wars* features screams, groans and lots of people shooting all over the place – the perfect evening's entertainment, as far as **Charlie Brooker** is concerned. But that's quite enough about his extensive porn film collection, let's take a look at a playable preview of the game.

# Syndicate Wars



**W**E'VE BEEN CHAMPING AT THE bit to get our hands on this ever since its development was first announced way back in... ooh... the cro-magnon era, or something. This is *Syndicate Wars*, the beefed-up, polygon-gasmic sequel to the frighteningly violent and addictive original *Syndicate*, which thrilled us silly when it was released in 1993.

An all-time classic, *Syndicate* number one is still worthy of a place in your game collection. Set in an unsettlingly believable version of the future in which the Earth is ruled by rival groups of ultra-ruthless financial corporations, it cast the player as commander of a crack team of reanimated cyborg 'agents' – a moody-looking bunch of *Terminator*-style robotic psychopaths with a nice line in dark trenchcoats and an even nicer line in wholesale carnage.

The action consisted of nail-biting sessions of urban espionage, skulduggery and, more often than not, darkly humorous orgies of gore-soaked destruction as your team machine-gunned, bombed and flame-throated their way through rival agents, policemen, cars, buildings

(Above) The 1996 Far-lighting Convention gets off to a spectacular start.

(Above right) And here we have the semi-finalists...

(Below) The weapons are all way more spectacular this time round.

(Below right) Vehicles play a far more important role in *Syndicate Wars*.



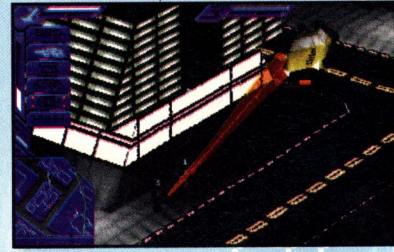
and lots and lots of innocent civilians – all in the name of the takeover bid.

Now *Syndicate Wars* is just around the corner and, as its name implies, things have got even more violent. Those of a mild disposition may well want to give this one a miss; those of us who aren't a bunch of namby-pamby hand-wringing pussies, however, are entitled to crack a suitably wide grin and start flexing our fingers in preparation.

## Cock the hammer

So, it's time to fire up the special two-level demo Bullfrog gave us to muck about with. A quick whizz through the spoooge-inducingly slick front end and you're into the game proper. If you're familiar with the first title, your initial reaction is likely to be a mixture of confusion, frustration and an overriding sense that this is very different to the original – unless you've selected the hi-res option, that is, because *Syndicate Wars* defaults to a 320x240 close-up view which, initially at least, seems utterly alien. Move up to 640x480, however, and you've got something that looks more like the *Syndicate* we know and love – but a damn sight better.

How much better? Well, picture the original for a second (those of you who haven't played it can sit impatiently through this bit). Now, add some more colours – suitably dark, broody ones. Now chuck in some gorgeous light-sourcing effects (working street lights, glowing gun muzzles and so on). Make the buildings far more varied and

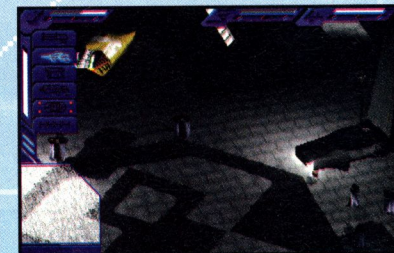
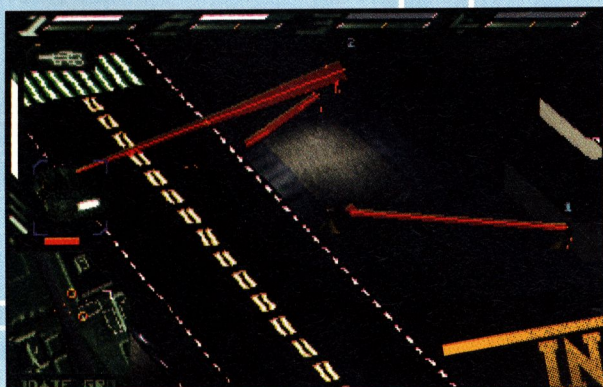


interesting, and pop a couple of smooth curves and inclines onto the landscape while you're about it. And then – for the ultimate *pièce de résistance* – make the whole thing a 'proper' 3D environment in which you can spin around, zoom in and out, and generally tinker about with in order to get the perfect viewing angle. Sounds good? It looks even better than that.

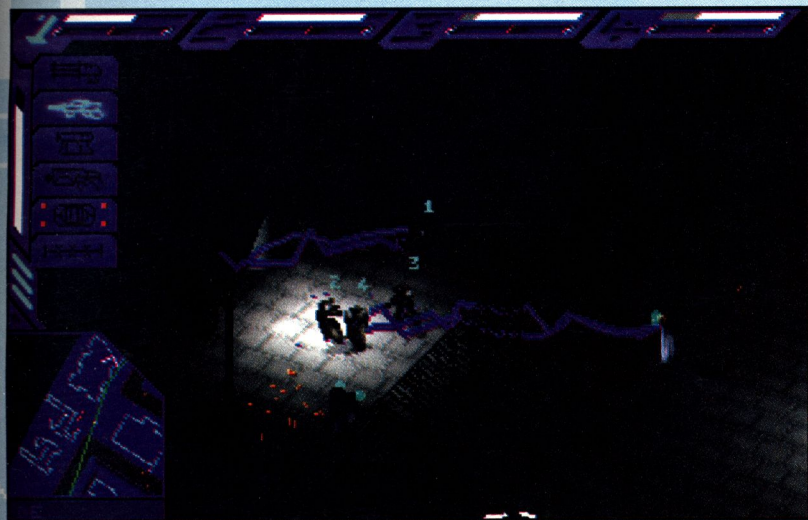
So what else has changed then? Well, the basic gameplay remains the same (hooray), although there's less fiddling about with the agents' various mood swings (hooray again), and all the explosions are bigger, beefier, and cause far more carnage and damage than they did before (triple-underlined hooray, in bright red ink).

You can also choose which side you want to be on. Just as top strategy-fest *Command & Conquer* pits the forces of Nod against the might of GDI, *Syndicate Wars* stars two main warring factions: the Eurocorp Syndicate (which you'll be familiar with from the first game), and a new lot, the 'Church of the New Epoch' – an army of religious zealots intent on ridding the world of everyone and anyone who doesn't agree with their point of view.

And just to make things even more violent and nasty (and therefore fun), there's also an outlaw gang known as 'The Outsiders' whose basic philosophy revolves around creating endless bloody mayhem just for the sheer thrill of it all. The end of the Neighbourhood Watch scheme is nigh.







## Get pissed! Des-troyyyy!

One of the things that made the original such a joy to play was the fact that there was often just as much fun to be derived from indulging in lashings of purposeless violence as from genuinely trying to meet your mission objectives. And guess what? There's no change there. In fact, while playing the preview version I spent what can only be an unhealthy amount of time pounding the shit out of everything that came within view. You name it, I shot it. Even the lampposts explode if you shoot them enough – bloody great big detonations with fireballs and plumes of smoke. I lost count of the number of pedestrians I took out with my miniguns, and as for running over police officers with a speeding stolen vehicle – hey, I'm the king. My next ambition is to demolish one of the really large buildings – preferably an inhabited one – with a high-explosive charge (the realistic manner in which such structures collapse really does have to be seen to be believed).

Ahem. Anyway, let's try not to get too carried away. This is merely a preview, and as such it's too early to make solid judgements. While I certainly got a kick out of the two meagre levels at my disposal, it'll be interesting to see whether Bullfrog have managed to sort out the learning curve for the full set of levels: the original was a tad too easy, whereas *American Revolt*, the data-disk add-on, was so difficult that I doubt anybody in the world ever managed to finish it. And if they did they were probably lying. Worryingly, the two preview levels for this new release were... how shall I put this?... rat-bastard hard.



## Product details

**Developer:** Bullfrog

**Publisher:** Electronic Arts

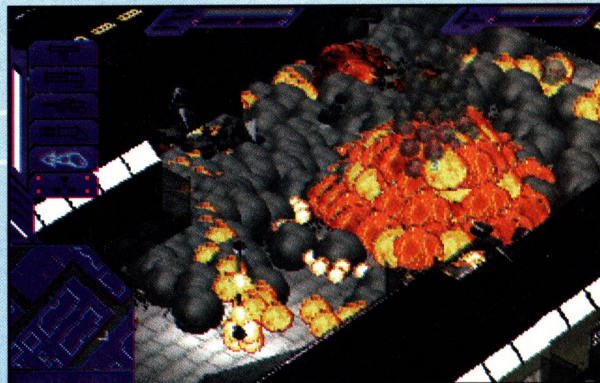
**Telephone:** 01753 549442

**Format:** CD-ROM

**Release date:** October

A final word of appetite-suppressant. Remember me mentioning that 'hi-res' view earlier on? Well, for my money it's the only real way to play the game – and to run *Syndicate Wars* in that mode, the bad news is that you're going to need a very muscular PC indeed.

Let's make a deal. Those of you who don't already have high-end Pentiums, start saving up the money right now. When the full version appears, we'll give it a good going over and tell you if it's worth upgrading for. If it is, you can purchase and be happy. And if it isn't... well, how's about you pop along to our office and we'll go out and blow all that excess cash on wine, women and song? I'm already drawing up a multi-coloured pie-chart so I'll know how much money to spend on each. And 'song' isn't getting much of a look in so far, I'll tell you that for nothing. Z



(Above) And here we have the 1996 grand finalist in the World Farting Competition.

(Left) The front end is all 'shiny' and 'cyber' and sets you drooling buckets before you've so much as clicked an icon.

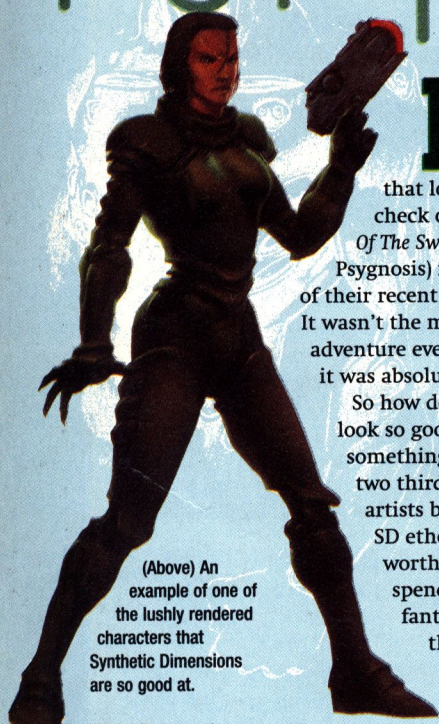


(Left) Here's some members of The Church of the New Epoch, about to set off and wreak some messy havoc.



Synthetic Dimensions are masters of the rendered image. **Jeremy Wells** went up to Wolverhampton to see if the gameplay is shaping up to match the graphics.

# Perfect Assassin



(Above) An example of one of the lushly rendered characters that Synthetic Dimensions are so good at.

(Right) Because the bitmaps are drawn from 16 orientations, they look rather fab.

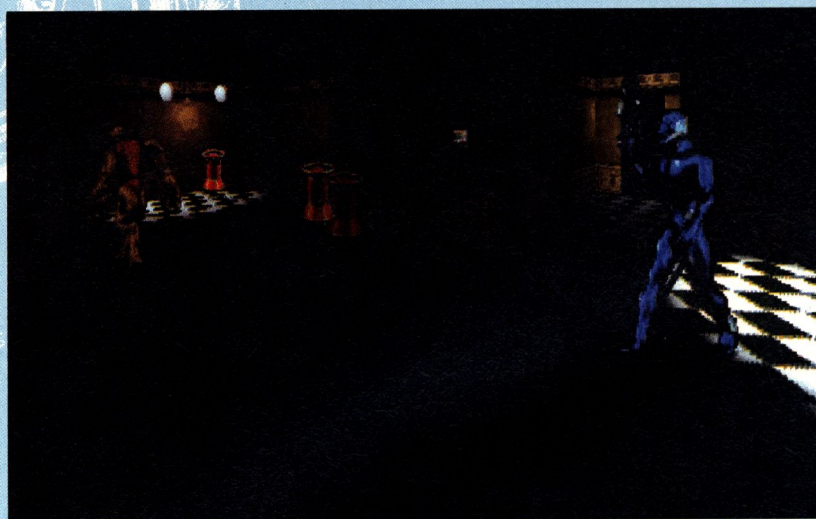
(Below) The game world is so complex that it even has its own alien language and alphabet.

(Below right) An example of the lightsourcing and shadowing.

**D**EVELOPERS SYNTHETIC Dimensions have earned a reputation for producing games that look utterly gorgeous – check out the recent *Chronicles Of The Sword* (published by Psygnosis) if you need any proof of their recent rendered wizardry. It wasn't the most taxing graphical adventure ever released, but visually it was absolutely gobsmacking. So how do SD get their games to look so good? Well, it might have something to do with the fact that two thirds of the team are graphic artists by trade. Basically, the SD ethos is that if something's worth drawing, it's worth spending ages making it look fantastic. In keeping with this philosophy, they've brought leading fantasy comic artist Kev Walker on board

to help create a completely new and complex futuristic environment for their next game that will be completely spoogetown to anyone with even the slightest interest in *2000 AD*, *Star Wars*, *Bladerunner* and *The Terminator*. In other words, approximately half the gameplaying planet.

To reveal the plot would ruin the game; suffice to say you control the mighty Charon (a part man, part humanoid killing machine) who must kill an alter-ego before he's assassinated himself. In its simplest form, it's a kill or be killed, and save life, the universe and everything before time itself is



destroyed (or something) kind of storyline. Only Kev knows exactly what it's all about, and even he has trouble explaining it because it's so damn complicated (and it's his story).

## The game... the game

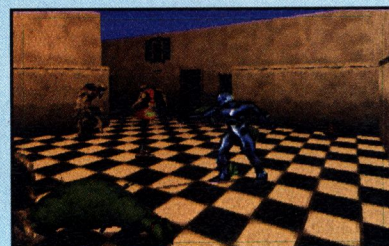
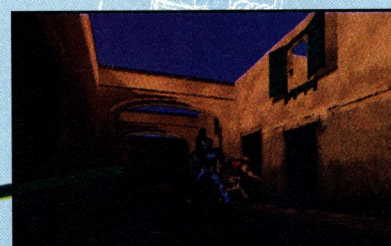
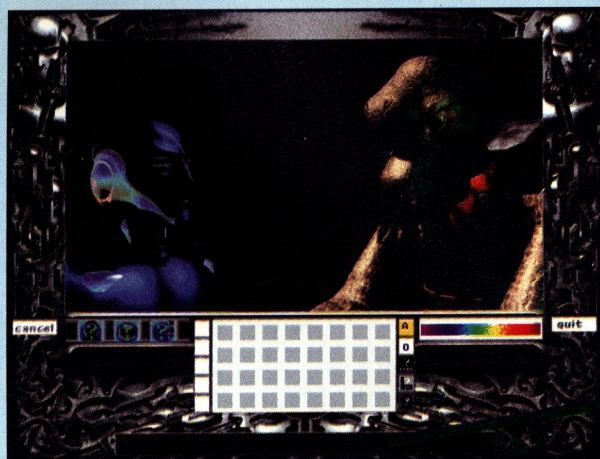
*Perfect Assassin* isn't just another 3D *Doom*-clone (thankfully), despite sporting an impressively smooth 3D engine. In fact it's more akin to EA's isometric RPG series *Ultima* and the delectable *Bioforge*, though with fewer character control options.

Lead artist and programmer Kev Bulmer explains why they opted for the third-person route: "Basically, we thought that Kev Walker's original artwork was too good to have behind the camera. We want the players to be able to see how good Charon looks. We've spent a lot of time making the hero and the other lead characters look and behave as naturally as possible. We think it's important to make our games as visually attractive as, say, a film, or a graphic novel."

Instead of plumping for arcade-style keyboard control however, SD have

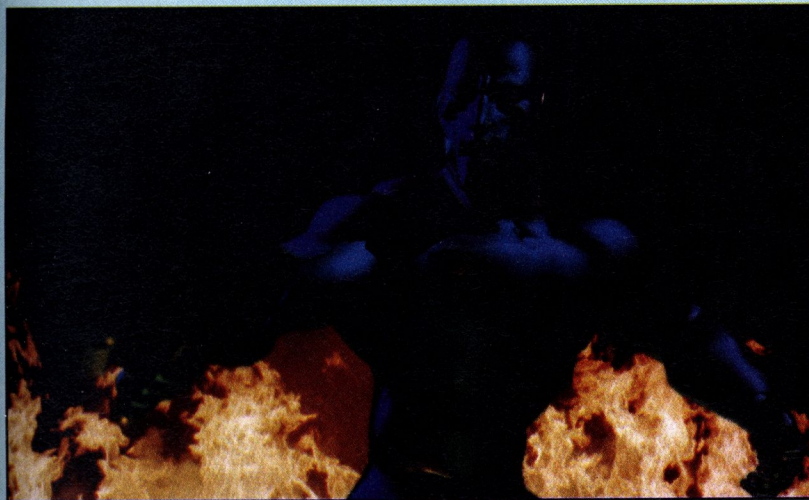
decided to go with a mouse-driven player interface. This, they feel, will give the player more control over the character, help keep things simple and at the same time lend a more traditional point-and-click adventure feel.

*Perfect Assassin* may be very combat oriented, but there's a big chunk of adventurin' to be done as well as shootin', and the developers are keen to stress that it's not just another *Crusader*-style blaster. Although you play an assassin, he's a bit of a sneaky operator, more Edward Fox in *Day Of The Jackal* than Arnie in *The Terminator* – which means you'll have to get to know your (very weird and quite vast) surroundings and many of the inhabitants before you decide on your next move. You'll also have to collect various items and weapons (and store them in your 'intelligent' inventory), get information from people by correctly reading their attitude/mood bar (which isn't easy when you consider that each race you encounter has its own language and alphabet for you to decipher), and perform certain tasks (in true RPG fashion) if you want to get anywhere in the game.



IN PRODUCTION





## More character than Milton Keynes

As well as spending a lot of time making the characters in the game visually appealing, SD have created a 'real', 'living' city inhabited by 'intelligent' characters that are proactive. Whether this is a reaction to living and working in Wolverhampton or simply down to a desire to create a realistic and totally logical real-time 3D world on multiple levels that the player will just itch to be a part of is open to debate.

Whatever the reason, it's certainly very impressive. Stand on a street corner and someone (or something) will try and engage you in conversation. Say the wrong thing and rub the character up the wrong way and you could make life very difficult for yourself later on in the game. Forget to pick up an item that you might need subsequently and it's possible that it won't be there when you go back for it; if it's valuable it's likely that one of the inhabitants has made off with it – and it's up to you to work out how to get it back.

And because all the characters operate to a very sophisticated 'fuzzy logic' routine that encompasses a massive 0-255 probability range, every

time you enter the world of *Perfect Assassin*, different things are going to happen. This means that despite there being an overall aim the game is more episodic than linear. You're free to go to any part of the city at any time and do whatever takes your fancy, but if you want to progress you're going to have to go to certain places and meet certain people at certain times and do certain things, just like in 'real life'.

## Style versus content...

So far there hasn't been a definitive third-person action adventure game to get everything right. We've yet to see a developer who has managed to get the camera angles so that they don't impede the gameplay, produce a combat system that's fluid and intuitive and at the same time introduce the level of player immersion that you usually get with first-person perspective games. *LBA* came close, but it was more of an adventure than a strategy/action romp.

SD have proved that they can produce good-looking games, and if as much care and effort is put into tweaking the gameplay as is put into the graphics, then *Perfect Assassin* could well fill that gap between *Ultima* and *Bioforge*. So far the signs are good: they still play *Defender*. **Z**

(Left) Although the game features loads of cut-scenes, each one lasts only a couple of seconds so they don't impede too much on the gameplay.

(Right) Meet Kev Walker. He's designed and drawn just about everything in *Perfect Assassin* and he's fully responsible for the scarily complex storyline. As well as being a top fantasy comic artist, he also designed the sets used in Stallone's *Judge Dredd* movie.

## Product details

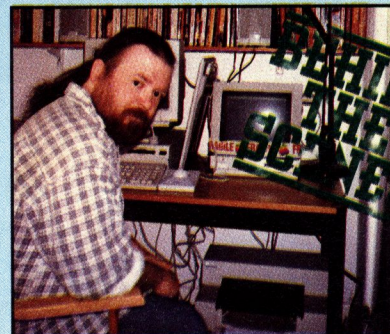
**Developer:** Synthetic Dimensions

**Publisher:** Grolier Interactive

**Telephone:** 01865 245770

**Format:** CD-ROM

**Release date:** November



## Bitmaps vs polygons

At a time when everyone's going polygon crazy and throwing as many texture-mapped solids around the screen as possible, you might think it odd that *Perfect Assassin* uses bitmaps. Kev Bulmer, lead artist and product manager at Synthetic Dimensions, explains why the game is going against the flow: "Originally we were going to use polygons, but when we tried to translate Kev Walker's drawings we knew it wouldn't work. We just couldn't do justice to the original designs; we would have lost too much detail and the characters would have looked too lumpy and cumbersome. Either that or the game would run too slowly because of the amount of characters. Bitmaps were the best compromise in terms of looks and speed."

When you see *Perfect* moving you'll see that SD have made the right decision. The characters scale perfectly and are extremely well-animated, reacting to different lighting conditions and looking pretty solid from every angle. Kev explains how they did it: "Kev Walker initially made some sketches, worked out the dimensions of each character, sorted out the colouring and then made specific drawings of any special detailing, such as special weapons, armour or clothing. Next we rendered up each character model using Imagine PC and Alias7 on Silicon Graphics to do the hair and entrails etc. Once we had a character model we were happy with we started work on the animation. To make a character move realistically we tried to take into account their physical make-up, their bone structure, how they might move and breathe. Having the guy who dreamt them up on hand is a big help – Kev can sketch out the skeletons and help us work it all out. Each character has 16-frame walks, which is pretty high for a game of this type, and it makes them appear very smooth and varied. Each one was also drawn from 16 orientations as opposed to the more normal eight. As a result, the character sprites in *Perfect* look a lot more solid, and don't suffer too much when viewed from different angles. We also rendered each character under specific light sources, so they look good even when seen under different lighting conditions, as well as on a global level. Altogether it's a very complex business and very memory intensive. The sprites that go to make up the lead character Charon add up to around two and a half megs: that's around 1400 frames of animation. It's a lot of work."

And how many characters will appear in the game altogether? We have 20 characters in total at the moment, and each one takes around six weeks to model, light and animate from start to finish. It's a very time consuming and complicated process, but we think it's worth it."





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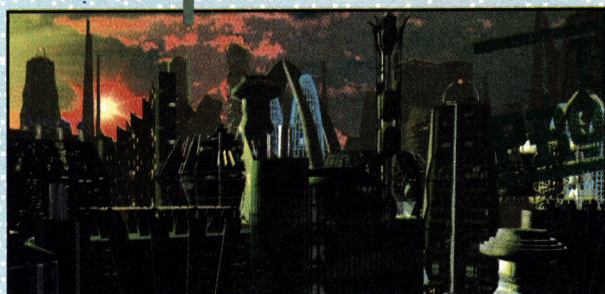
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# Privateer: The Darkening



(Above) The intro sequence and cut-scene animations are all rather fab and have been produced using 3D Studio.

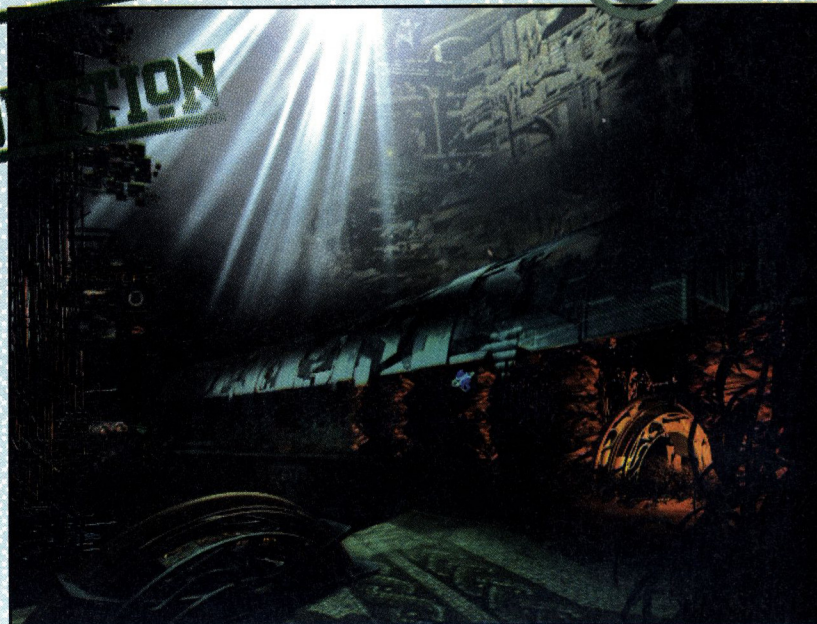
(Right) The space stations all have rendered interiors before the scenes switch to the filmed footage.

**The Darkening is one of those games that's been 'in progress' for some time now. John Davison went on a visit to EA/Origin's Manchester office to see what it's all about.**

IT'S BEEN NEARLY A YEAR SINCE YOUNG Jeremy brought us a report on the filming of a new game from Origin. We learned that it starred Clive Owen (of *Chancer* fame among other British TV roles), Brian Blessed (dead famous, but if you're not sure he was the bloke who was the boss of the birdmen in *Flash Gordon*), David Warner and Christopher 'interactive' Walken, and we also knew that this was another of EA's mega-budget *Wing Commander* type things – but that was about it.

After some considerable time, and lots of reports in loads of magazines, newspapers and even *Film 96* (!!!), we've managed to get a look at the gameplay. We'd always assumed that it was going to be a bit *Wing Commander*-y and our suspicions were confirmed

(Below) An effective feature of the new graphics engine for giving everything a sense of depth (which was one of *Wing Commander*'s big problems) is the lens flare produced by nearby stars. The effect is seriously cool, especially when you're moving around.



when the name of the product was changed to *Privateer: The Darkening* – but oddly, no screenshots had been made available and no one seemed to be commenting on anything. Well, all that's over now. I've played it, talked to the producer (Erin Roberts, brother of *Wing Commander* supremo Chris Roberts) and we now know the reason for the delay.

## Er... so?

We-I-I, the thing is... Origin have had this 3D engine thing knocking around for ages. Those of you who've stuck with the PC for a while will no doubt be

familiar with the Origin back-catalogue: plenty of notoriously over-powered but basically excellent games. Anyway, the real turning-point among the collection was when *Strike Commander* was released about three years ago. This particular game did a rather fab job with texture-mapped polygons and the like, and although it ate processor power like a lardy fat-boy in a school dinner queue it was rather impressive.

This engine then went on to power *Wing Armada*, *Pacific Strike* and ultimately *Wing Commander III*. By the time *Wing Commander IV* was released,



## It's got some FMV in it, too

As we've reported before, *The Darkening* is another of Origin's epics with 'proper' filmed cut-scenes. The quality is fantastic and there are a fair number of well-known actors featured, along with 'real' sets (as opposed to the CG backdrops in *Wing III*). As with *Wing Commander* these FMV bits work to further the plot of the game, and in this case the storyline is actually a very complex affair with all kinds of politics and intrigue and stuff. However, seeing as we've gone into this in some depth before, I won't wobble on too much here – I'll just give you a couple of screenshots to look at.





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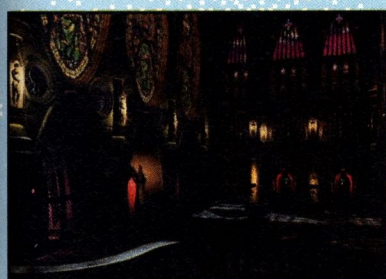
it had to be said that this engine was getting a little old. *Privateer: The Darkening* initially started off with yet another tweak of this engine, but by Christmas 1995 both Erin Roberts and his team of three programmers were far from happy with the results they were getting from the three-year-old dinosaur. So what did they do? They ditched it. The whole bloody thing, along with all the 3D models, all the texture maps and all the other 3D work they'd done. They then set about replacing it with another far more advanced 3D engine based on Argonaut's B-RENDER technology (see panel).

## And the game?

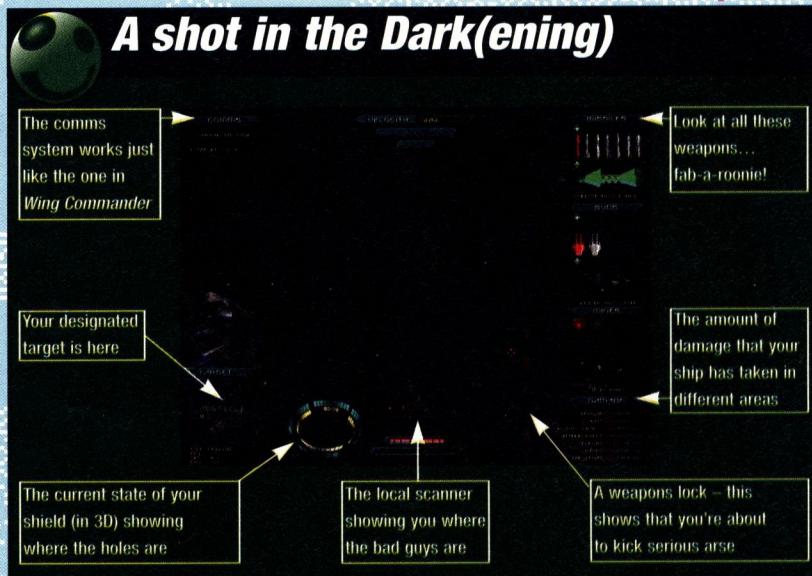
Okay, okay, I said I'd seen it and played it... so... To sum it up in terms of things you know well, imagine the storyline of *Wing Commander IV* and the level of complexity that this represents, then throw in a good measure of *Blake's 7* (for the acting), couple this with both the original *Privateer* and a serious dose of *Elite* before finally adding quite a serious amount of *TIE Fighter* for the combat sections. The result is an extremely ambitious game that spans three CDs and works very well towards producing a game with numerous paths through it. You can 'play the story' in the same way as *Wing Commander* by simply following the leads that the FMV bits give you; alternatively, you can plump for the *Elite* route by just flying around, trading and beating the shit out of any helpless looking cargo ships you happen to bump into.

One thing I would like to mention is that the ships in *The Darkening* are some of the best I've ever seen in a space combat game (that isn't *Star Wars*-based). There are literally hundreds of different

(Above) There's a lot of buying and selling in *The Darkening*, and one of the most important commodities (for you, anyway) is a ship. Do you want to be able to shoot lots of things or run away very fast? Do you want cargo space, or do you just want to escort other cargo ships? The choice seems far greater than in other space trading games.



(Left) This is apparently the customs office. Crikey... they certainly don't look like that at Heathrow.



classes of fighters, bombers, cargo ships and warships which you can buy/capture/nick, as well as an extremely impressive array of 'big' ships which trundle around the seriously large universe that the team have produced.

Of note are the capital ships that the military have a habit of cruising around in. Now, I'm sure you all remember the capital ships in *WC*, yeah? They were big... but you'd never believe that they contained the hundreds of fighter ships that they allegedly did, would you? Well... with these you would. Before I left EA's office in Manchester Erin gave me a quick glimpse of a massive space battle that they were testing out. Take my word for it - there were hundreds

of fighters zipping around and in the middle of it all was a capital ship which, if you flew from end to end at full throttle, took more than 30 seconds to traverse. Believe me - it's big. And the surprising thing was that the B-RENDER engine seemed to be coping with it all admirably on a mid-spec Pentium. **Z**

## Product details

Developer: Electronic Arts Manchester

Publisher: Electronic Arts

Telephone: 01753 549442

Format: CD-ROM

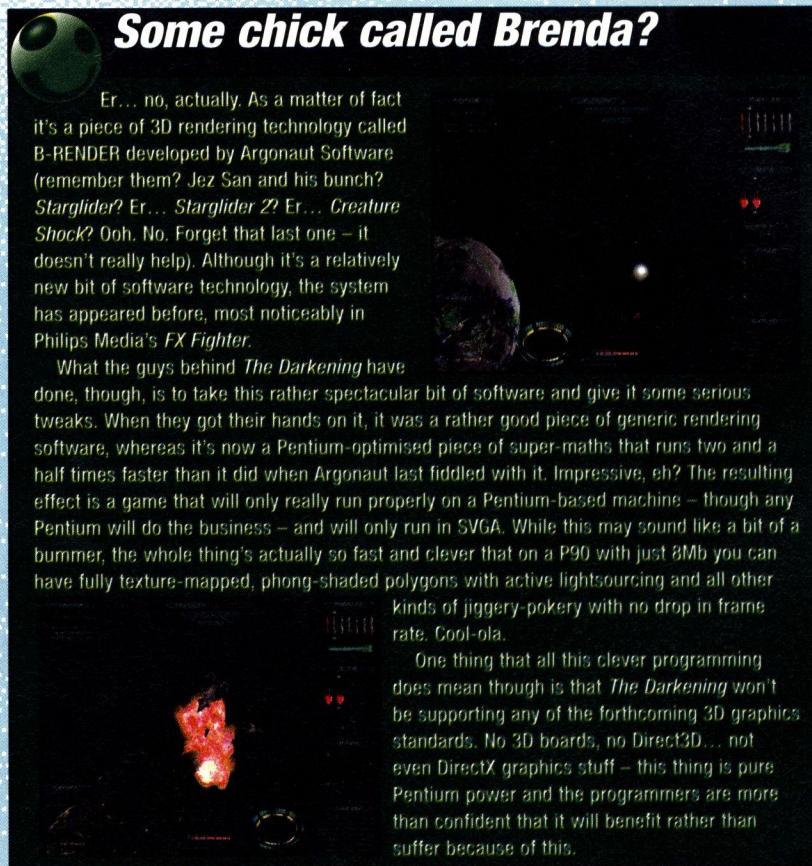
Release date: September

## Some chick called Brenda?

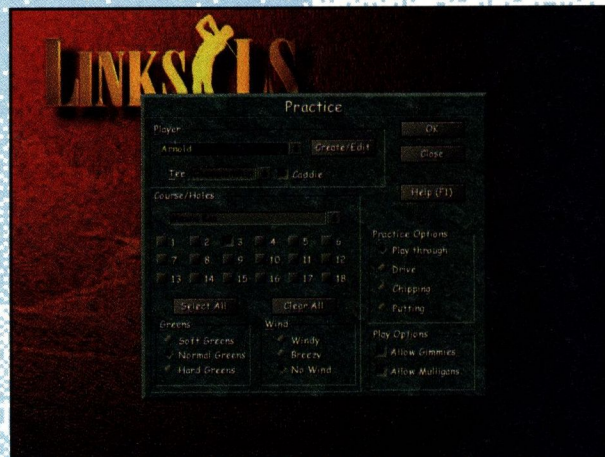
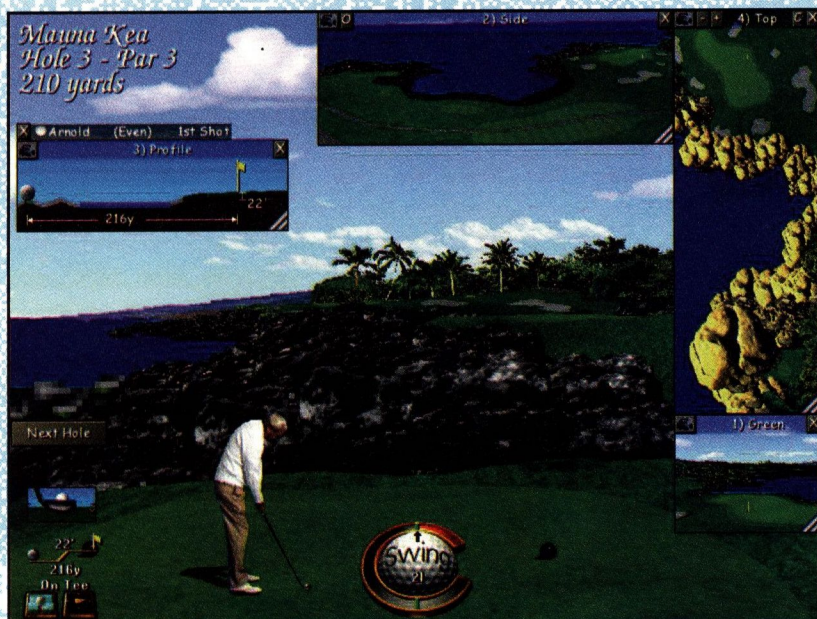
Er... no, actually. As a matter of fact it's a piece of 3D rendering technology called B-RENDER developed by Argonaut Software (remember them? Jez San and his bunch? *Starglider*? Er... *Starglider*? Er... *Creature Shock*? Ooh. No. Forget that last one - it doesn't really help). Although it's a relatively new bit of software technology, the system has appeared before, most noticeably in Philips Media's *FX Fighter*.

What the guys behind *The Darkening* have done, though, is to take this rather spectacular bit of software and give it some serious tweaks. When they got their hands on it, it was a rather good piece of generic rendering software, whereas it's now a Pentium-optimised piece of super-maths that runs two and a half times faster than it did when Argonaut last fiddled with it. Impressive, eh? The resulting effect is a game that will only really run properly on a Pentium-based machine - though any Pentium will do the business - and will only run in SVGA. While this may sound like a bit of a bummer, the whole thing's actually so fast and clever that on a P90 with just 8Mb you can have fully texture-mapped, phong-shaded polygons with active lightsourcing and all other kinds of jiggery-pokery with no drop in frame rate. Cool-ola.

One thing that all this clever programming does mean though is that *The Darkening* won't be supporting any of the forthcoming 3D graphics standards. No 3D boards, no DirectX... not even DirectX graphics stuff - this thing is pure Pentium power and the programmers are more than confident that it will benefit rather than suffer because of this.







Is it a new sports car? Is it a fence-building simulator? Is **Patrick McCarthy** desperate for a golf intro that doesn't make a bogey joke?

# Links LS

**L**INKS IS BACK. THE GAME THAT ONCE ruled supreme in the golfing world is finally close to getting a long-awaited overhaul. Anyone who's seen our reviews of any of the golf games to have made their appearance in the last three years or so will know how much we witter on about it. But we're going to do it again anyway.

## The simulation thing

The thing that made *Links* stand out from the herd of golf games like a tanga-clad bison in Harrods was the depth of realism available. The flight of the ball looked 'proper'. The trees had lovely leaves. And the shot-making was

unsurpassed. Most professional golfers hit to a 'shape' - ie aim to curve the ball in one direction every time. It gives more margin for error than trying to hit it dead straight, and if you hit a draw shot (curving it from right to left if you're right-handed) you have the added advantage of getting the ball to roll further after it bounces. If you want to hit a draw in most golf games, you click on a button and off you go. If you want to do it in *Links*, you can click on a button, too. But if you want to be more realistic about it, you can alter the swing of your club - and you can save the set-up permanently so that you do it every time. To keep a shot low to the ground

(Above left) The Reg Holdsworth/Michael Foot hybrid prepares to give it plenty.

(Above) Blimey. A built-in CD player.

## Product details

**Developer:** Access

**Publisher:** EIDOS Interactive

**Telephone:** 0181-780 2222

**Format:** CD-ROM

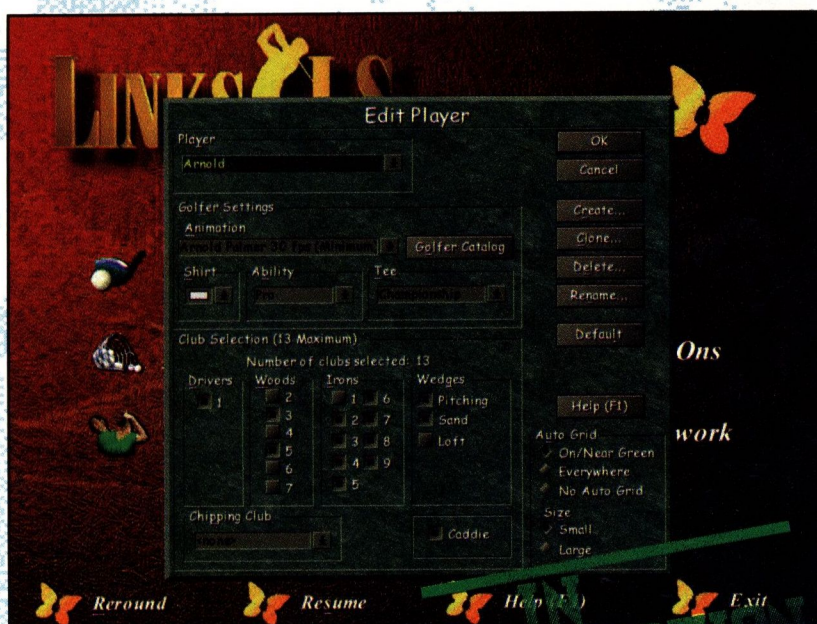
**Release date:** August

in other games, you click on a button - in *Links*, you move the ball back in your stance. And so on. All this has been retained, and once again, the ball moves about the screen very convincingly.

## The novelty thing

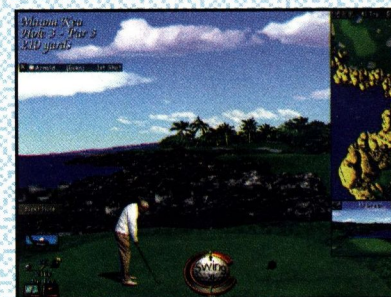
Another feature of the game (and one that caused it to run so slowly on the machines of the day when it first appeared) is that it loads the course into memory from wherever you play a shot (instead of just loading a hole in isolation, like everyone else). This means that, if in the heat of battle, you mis-hit the ball into some chattering businessman's quiche in the corporate hospitality tent, you can play your next shot onto the fairway of a hole nearby to escape. Or, if you're being all wacky and zany, you can have a race across the entire course - say, first one to the 8th green and back to the hole you started from. And if you want to play a putt with a 6-iron, you don't hear an irritating beep.

Much of this, of course, is fine for the tee head (the... er, golfing equivalent of



(Left) Don't you just love informative, graphically-splendid screen grabs?

(Right) Our designers obviously thought you'd like this grab so much you'd want to see it twice.







(Left) Lots of views of the same thing.

(Above) Arnold, ever the crowd pleaser, does the old 'head stuck in the stereo' joke.

the propeller head). But, in much the same way that I don't really give a toss if the TQX1-45C low-level fighter bomber doesn't wobble about in the air during a handbrake turn the way it should, because I just want to get up in the air and shoot stuff, for those who just want an arcade golf game, it's largely extraneous. But it's all there again anyway.

## The Arnold Palmer thing

One of the things you'll probably notice about the screenshots is that the rmv-ed bloke who's playing all the shots seems to be a peculiar Reg Holdsworth/Michael Foot hybrid. In fact it's Arnold Palmer, once acknowledged as the world's most accomplished golfer - back in the days before striplings like Nicklaus and Watson started winning everything in sight. He is, however, an eclectic choice of star - it's rather like choosing Ferenc Puskas to endorse your football game, or Richie Benaud to be the main man in your hot new cricket title. It may be great to have someone of their standing in the game to provide commentary,

hints and tips (which, indeed, has been done here with Arnie) but to film them as one of the playing sprites is a little more unusual - they're not exactly in their prime any more. I know, even past retirement age, that Arnie would still wipe the floor with the average golfer, but even if you happen to respect and admire him, you don't really want to be him, do you? Not in zimmer-frame incarnation, anyway.

Thankfully, he isn't the only sprite available, as there's a facility to create your own player and save him (or her) for future use. Unfortunately, yet another games developer seems to have overlooked the option to design your own player's clothing. When will these people get their act together and realise that until they include a fully-integrated tartan plus-four-generator and luminous pullover-design kit in their golf game (possibly with a pom-pom hat creator thrown in), people are never going to be fully satisfied with the golfing experience on

offer? (Note to designers: There's still time. Think of those extra marks...)

## The change thing

One of the best features of *Links* has always been its interface. So, naturally, for this overhaul, they've changed it. Another was the way you could customise your screen layout by arranging whatever large or small views you wanted around the screen without blocking out big chunks of your main view. And they've changed that, too.

Bastards. Obviously, this is a reactionary, backward-looking response on my part (I got just as upset when they re-designed *The Guardian*, and changed the title music to *The Big Match*) and no doubt I'll get used to it. The fully-customisable view may help. And there's always the improved graphics to console me, which, by some magical method which I will never understand, will enable you to play current courses on the new game, and feature weather conditions like fog or mist in

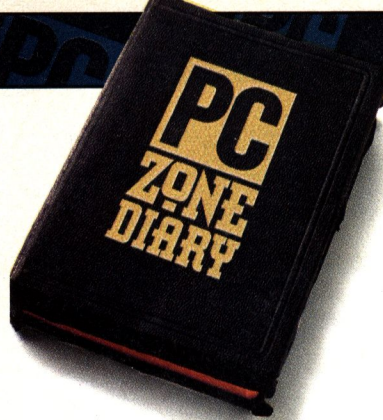
16.5 million colours at 1280x1024.

Many promised new features weren't available when we saw it, so it will be interesting to see the finished version. It's been a long time coming, and since the days when *Links 386* reigned supreme, EA's PGA series has been steadily overhauling it. PGA has always been better in terms of variety of ways to play, and instant playability, but has arguably now surpassed it in the graphics stakes and with *PGA European Tour*, its latest, much-tweaked incarnation, has finally matched its ball dynamics. *Links* now has more gameplay variety, including match-play, skins and best ball, but is going to have to come up with something pretty darned spiffy to regain its title. We'll just have to find out whether it has or not next month. **Z**



(Left) Arnie looked up and there, over the side-on shot of the hole, was a lovely rainbow.





# MDK Diary

## Part 1

This month we bring you the first part of a new game diary which will dish the dirt on **MDK**, the new Shiny Entertainment/Interplay production. **John Davison** poses some questions with the aim of deciphering the scribblings of two members of the team.

### ANDY ASTOR

Who are you and what have you done? I'm Andy Astor. I have a Computer Science degree from Brown University and over ten years working in developing computer aided design and engineering software for automotive and aerospace companies like General Motors and McDonnell Douglas. I also worked at Virgin Interactive on tools for *Aladdin*, *Robocop versus Terminator* and others. I've been with Shiny since the start and worked on *Earthworm Jim*, *Earthworm Jim 2* and *Earthworm Jim*



(Above) **MDK** is intended to be a 3D experience with the feel of an action game.

*Special Edition*. I'm now the lead programmer on **MDK**.

You've done a lot of platform games... is that the sort of thing you like?

I really love *Command & Conquer*, *Warcraft 2* and *Duke Nukem 3D* because they're great multi-player games and I like playing against an intelligent opponent. I also enjoy the single-player game.

In the past you've only worked on 2D platform games, how easy was the transition to 3D?

My experience both in college and in computer aided design was all 3D stuff so I already had the background knowledge. I also give credit to all the books that are out there and the game developer magazines. A lot of the difference is in the performance of the machine. The new machines are a lot faster, which lets you create much more complicated AI gameplay. For example in **MDK**, the aliens are aware of what's happening to each other and react accordingly. Commanders will direct their troops in co-ordinated attacks but if you kill the commander, the co-ordination will be disrupted. Aliens may also come to the aid of injured buddies.

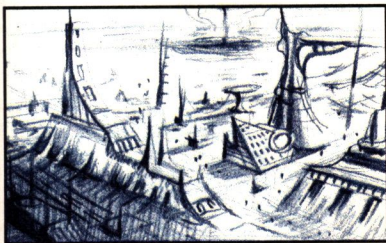
What's the coolest thing in **MDK**?

The AI and the ability to zoom in and out to observe enemies from a distance. With the memory we are dedicating to high resolution textures when you zoom up on an enemy it still looks crisp and doesn't get pixellated.

What does **MDK** actually stand for? Million Dollar KO.







## MARTIN BROWNLOW

**Who are you and what have you done?**  
My name is Martin Brownlow and before Shiny I worked at Virtuality writing virtual reality arcade machines such as *Virtuality Boxing* and *Buggy Ball*.

**Your mate likes multi-player stuff... what are you into?**

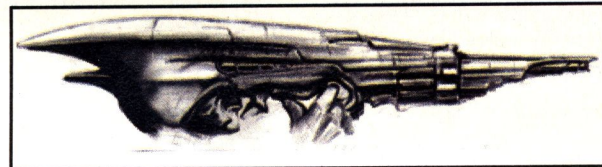
My favourite games at the moment are *Virtua Fighter 2*, *Terra Nova* and *Warcraft 2*. I also like the *X-COM* games and anything by Geoff Crammond.

**Has your experience in virtual reality helped you with MDK?**

*Virtuality* uses a set 3D engine which the programmers weren't allowed to touch, so we had to concentrate on getting the gameplay right. This in turn helped us to become very proficient at moving things around realistically in three dimensions. For instance, *Buggy Ball* has the most accurate car and ball dynamics I have ever seen in an arcade game.

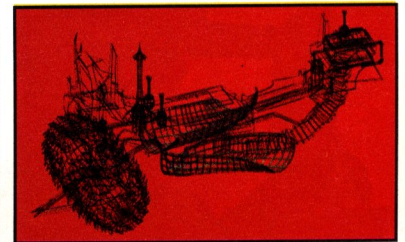
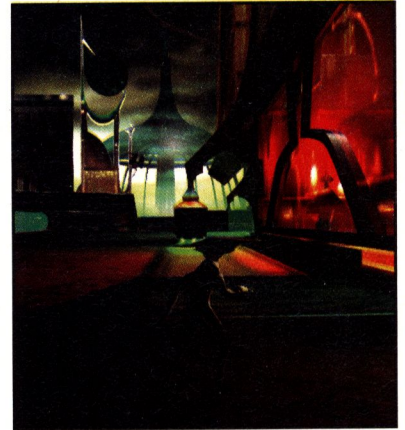
**I'm told that part of your job is to make sure that the frame rate is improved. That's quite difficult, isn't it? How do you do it?**

The first task is to isolate exactly where the program is spending all of its time. Usually you would use a program called a profiler. After running the profiler, you get a list of how much time the program is spending in each area. I would then look at each of the sections of the program that it spends a significant amount of time in (there's no point in improving a section of code that the game only spends one per cent of its time in). The first thing to look at is whether or not the program section is written in the right way (there's more



than one way to skin a cat – and some will take significantly longer than others). Then you see if you are recalculating things that are constant (for instance, if you are combing your hair, do you put the comb down after each stroke, look for it, pick it up and do another stroke? Or do you realise that the comb is still in your hand?). Finally, you go down to the machine code level and rearrange instructions to make the best use of Pentium processor instruction pipe-lining.

(Above) Many of the concepts found in the final game first saw the light of day as either sketches or renderings.



**So, what else do you do on MDK?**

I recently implemented improved explosions – pieces of what was shot now fly every which way when it blows up, some trailing smoke, and the pieces bounce realistically off walls and floors. It is now even possible to shoot an alien's arm off in sniper mode and watch the arm come off and fall to the floor – although whether or not we'll make it twitch when it comes to rest is a matter of taste. I also just wrote the 3D sound system which includes stereo sound positioning and the doppler effect (imagine a car going past you – its noise changes pitch as it gets nearer). Also, when you're in the sniper view, sound characteristics change so that you can only really hear what you are looking at – things at the edge of your view are quieter than things in the middle – and as you zoom in to the aliens, their noises become louder.

**Crikey. What machine will consumers need to have to run MDK?**

We're aiming for the game to run well on any Pentium. Obviously, an SVGA card is needed (since the game runs in 640x480 as standard), and the better your SVGA card, the faster the game should run (*MDK* will make full use of any linear frame buffers and advanced palettes your SVGA card has). The final game should also support some 3D accelerator cards. Since the game contains no FMV, the speed of the user's CD drive is unimportant – the CD is only used to install the game and to play any standard CD audio we decide to put in, so a single-speed CD-ROM will suffice.

**What does MDK stand for?**

Obviously, *MDK* stands for Massive Dollops of Ketchup, and don't let anybody tell you differently. Z





# REVIEW ZONE



**Z... Is this really the game that's going to knock *Command & Conquer* from the top spot? It's certainly been a long time coming, but does it really warrant all of the hype? Page 55.**

## THE ZONE SCORING SYSTEM



### 90+ CLASSIC

The highest accolade a game can attain. A wonderful example of gaming excellence that deserves to be recognised and indeed cherished, or something.



### 80-89 RECOMMENDED

An excellent game that simply lacks that certain something that makes it one of the true greats. Well worth checking out though.



### 20 and below PANTS

Absolutely bloody awful. Crap with a capital C. Naff with a capital N. You get the picture.



### 486 FRIENDLY

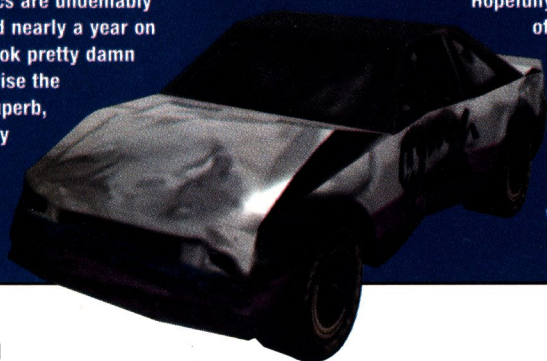
The DX2 is still one of the most popular spec machines, but how do you know what games will run on the thing? This icon shows you which games you can still enjoy even if you don't have a ninja Pentium.

## Looking back

### DESTRUCTION DERBY

It's quite a while since we reviewed *Destruction Derby*, and in light of the fact that a sequel's on the way, I thought it was about time we had another look. Being a game that was released in a flurry of hype it was certainly one of those things that made everyone sit up and take notice. Having proven itself on the PlayStation by being one of the biggest selling games of last year (I'm pretty sure it still holds the record for being the fastest selling CD-ROM game of all time as well, for what it's worth) the PC version came along and managed to do everything that its 32-bit black-disc brethren could muster – and it included a cool multi-player option as well.

So what do we think of it now? Well, to be honest, in retrospect it was actually a bit knob. The graphics are undeniably superb, and nearly a year on they still look pretty damn cool. Likewise the sound is superb, as are many other elements of the



presentation. The problem, however, lies in the fact that the main 'guts' of the game aren't quite as absorbing as we anticipated.

After re-examining it, it has to be said that the courses were either too small, too complicated (that figure of eight thing was a pain in the arse if you got rammed at the cross-over – you could never tell where you were supposed to be going) or just too narrow and claustrophobic. On top of this, if you got even remotely good at it, it soon became boring. In the 'proper' races, it seemed that if you managed to squeeze your way up into first place you could pretty much have a rest because there was no risk of anything actually challenging you. Probably the only saving grace of the gameplay was that dirty great big arena where everyone bundled into each other, but even that lost its appeal after a while.

Hopefully the sequel will see a number of major improvements, and from what we've seen of it so far the problems with the tracks have been addressed. Let's just hope the chaps at Psygnosis and Reflections manage to produce something with a little more longevity.

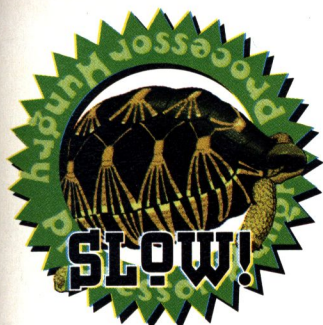
John Davison

### YE OLDE ADVENTURE GAME

If you're an adventure game addict who's only been playing PC titles for the last year or two, take it from me, you're missing out big time. Unfortunately, the industry's been inundated with utterly crap interactive movies that offer little or no challenge. If you really want some classic adventure action, check out the budget labels for titles like *Indiana Jones And The Fate Of Atlantis*, *Monkey Island 2* or the immortal *Countdown* which, for my money, is the best adventure game in the history of adventuress.

All these games feature brilliant storylines, fiendishly clever puzzles, and they even have (shock horror) a sense of humour (especially *Monkey Island 2*, which is still considered by many to be the funniest game ever). The reason I'm bringing this up is that I'm a little worried that if you all keep playing interactive movie things, you'll find yourself completely lost when you come up against an adventure that actually expects you to use what little brain-power you've got hiding upstairs. Save yourselves now before the rot sets in – phone up Access and annoy them to death until they send you a copy of *Countdown*, and if that doesn't work, scour the country for a second-hand copy. If that doesn't





## PROCESSOR HUNGRY

Some games run slowly, even on high-spec machines with ninjascope graphics cards. Just run something like *Magic Carpet* in hi-res on virtually any PC and you end with something running in Jerko-vision.



## WINDOWS 95

Speaks for itself really – if it's got this icon slapped on it, it's been designed to take advantage of all that Windows 95 offers.

90+	CLASSIC
80-89	RECOMMENDED
70-79	GOOD
50-69	AVERAGE
40-49	BELOW AVERAGE
20-39	POOR
20 and below	PANTS

## In perspective

This is designed to be a pure visual guide as to how games of a similar style compare to one another. The bars do not relate to previous review scores... they are simply an indication of how the reviewer feels about the products on a sliding scale.

Game 1

Game 2

### Thanks to

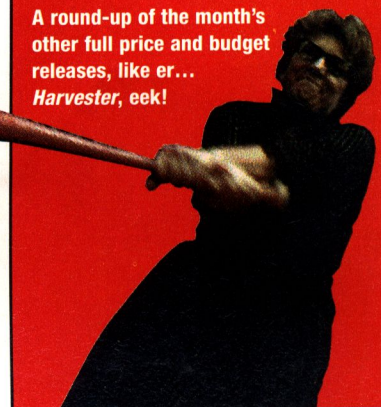
- Everyone at the Bitmap Brothers
- Doug at Virgin Interactive
- Pete 'John's brother' Davison for being our work experience slave

(Right) Oo-er, it looks like *Harvester* means business!

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A round-up of the month's other full price and budget releases, like er... *Harvester*, eek!



PC Zone use Gateway 2000 PCs exclusively 'cause they're absolutely fab. If you want any more info about Gateway 2000 machines, you can call them on:

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"You've got a friend in the business."

work, er, you're stuffed, basically. Either way, make a stand against lazy bastard publishers who churn out crap movie things with shit actors in them and insult your intelligence with puzzles that even John Major could handle. Check out our budget games bargorama section – it lists lots of classic adventures which are infinitely more worthy of your attention than the plop we've been getting in the office over the last year.

Chris Anderson

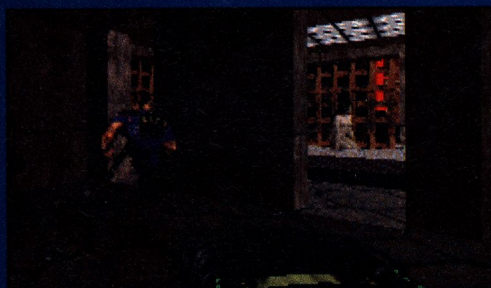
## DUKE NUKEM 3D

Okay, so the *Duke* versus *Quake* debate is getting a little boring – but now that we actually have the shareware version of *Quake* on our hard drives it's possible to come up with genuine comparisons rather than simply guessing which one is 'the best'. And the winner is... *Quake*. In my book at any rate. Not that I'm knocking *Duke* (I daren't, for fear of any neck-stump-shitting scenarios that might arise); it's still an excellent game but I honestly can't believe that anyone who's sat down and played both of them for any length of time could reach any other conclusion. Graphical superiority aside, *Quake* wins the day for me thanks to its unmistakably 'Doomy' feel.

A combination of superior AI and nightmarish design means that, unlike *Duke's* thick-as-pigshit enemy sprites, the *Quake* monsters are worthy

opponents – and best of all they're genuinely scary. Bloody horrifying, in fact. I've already had a nightmare involving a 'Shambler' (it came at me as I was leaving my flat and all I had to fend it off with was a set of keys). *Duke Nukem* may have been capable of giving you the odd lump-in-the-throat shock now and again, but *Quake* quickly establishes an air of creeping, overwhelming dread – and then builds on it. *Duke* does have its advantages – modem play that you can actually set up, for one thing – but at the end of the day it's all a bit too 'wacky' to properly facilitate that all-important 'suspension of disbelief'. That's where it falls down. Perhaps you don't agree, in which case, please mark all your letters of complaint with the words 'I AM A FOOL' and then... well, do whatever you like with it. Mate.

Charlie Brooker



## Cool games

We see hundreds of games over the months but there are a few that we hang on to and continue to play at lunchtime/when we're supposed to be doing more important stuff...

**Quake**

Z

**Baku Baku Animal**

**The Muppet CD-ROM**

**Settlers 2**

## Crap games

There are some games that you can leave in the middle of the room with a big sign next to them saying "please steal me" and you still can't get rid of the bloody things...

**Offensive**

**Star Trek: DS9**

**The War College: UMS 3**

**Onside**

**Shakil The Wolf**





# GUARANTEED

# TO BE PLAYED

# RELIGIOUSLY



## STUNNING FEATURES INCLUDE:



✦ State-of-the-art visuals: Over 70 real time 3D environments with rich texture maps create a unique atmosphere.



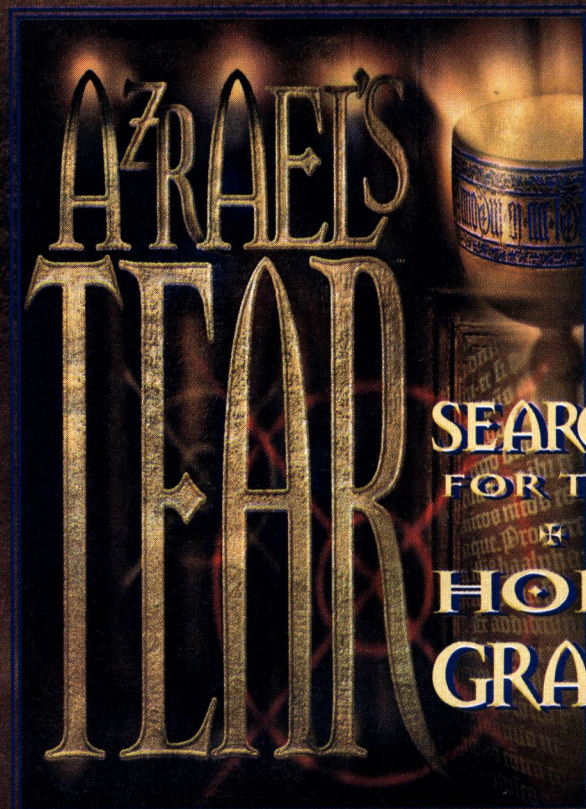
✦ Imaginative puzzles: complex and sophisticated puzzles are integrated into the environment and require imagination and skill to solve.

✦ Stunning high resolution 640x480 SVGA graphics for head up display.

✦ Realistic character dialogue: each character has its own history and personality.

✦ Challenging combat, an important component of the game, the player is advised to fight tactically to avoid being injured and wasting precious ammunition.

✦ Crystal clear digitised sound effects: superbly realistic audio effects and a variety of atmospheric music tracks enhance the game experience.



"If I were an MP I'd pass a law making this a required purchase."  
5 out of 5 CD ROM Magazine

"Stunning Super VGA graphics tagged onto one of the best plots of the year make Azrael's Tear one of the most eagerly awaited RPGs for a while." - PC Power

"It's pretty damned impressive Azrael's Tear looks like a winner, trust me." - PC Review

Azrael's Tear is a yardstick title, a game against which other adventures should be measured." - 90% PC Zone



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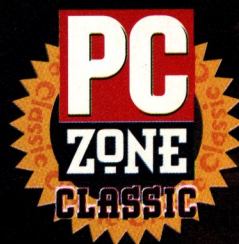
A WORLDSCAPE PRODUCTION





Z

It's only got a one-letter name. Which makes it the only game in living memory that Patrick 'Moron' McCarthy pronounces without difficulty.







**I**T'S BEEN 95 YEARS IN THE MAKING (approximately) and to say that it's been eagerly awaited, while clichéd, is probably also something of an understatement. In view of this, we won't tax your patience any further with fancy introductions, we'll just get right down to it.

For irregular readers who've missed our dribbling news pieces and so aren't familiar with the game, Z is a *Command & Conquer*-style real-time strategy romp. Except that where in *C&C* you can't see where you're going until you get there because the landscape is hidden from view *Civilization*-style, Z lets you see the whole level in one go – the landscape, the opposition and their bases are all visible from the

(Right) Bang.

(Facing page, top to bottom) Ignominious defeat for the forces of good.

To make things even harder, right at the start of the level, you'll usually find the computer has more people than you.

Watch out for that lava – if troops wander into it, it kills them (surprisingly).

Lots of tanks shooting at each other.



moment the level loads. But more of that later.

There are 20 levels in the one-player mode, comprised of four battlefields on each planet, with five planets in all to visit, in ascending order of difficulty. The network game has one level from each planet, making... er, six. Apparently, the Bitmaps had two network levels for one planet and

couldn't decide which one they liked best, so they put them both in. Which is just the kind of off-the-cuff behaviour that gets them their zany reputation. To make it even more complicated, you only get six levels to choose from in the two-player network game – in three- and four-player games you just get the five.

Don't ask me why. I don't wear sunglasses in the office.



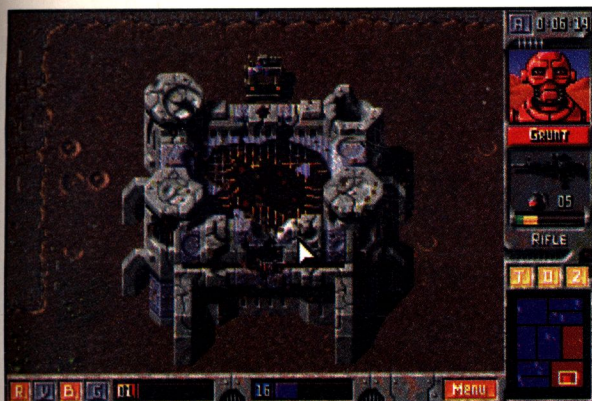


## Taxi driver

One reason why *Z* was delayed was the lengthy AI refinements, but often the units under your charge are about as intelligent as the average *Family Fortunes* contestant. There's nothing that winds you up more than clicking on a group of supposedly bright young chaps and clicking on the place you'd like them to go, then whizzing off to sort out a minor problem only to return to see that the supposedly intelligent chaps have decided to go to the place you want via Auckland. It's like being in control of a bunch of taxi drivers.

It can mean that you end up checking on everyone more often than you'd like, and giving them targets which are much closer to their current location than you'd like, if only because you're not sure you can trust them to do it on their own – although this seems to be an inherent problem in games of this type.

Conversely, ask them to go somewhere nearby that happens to be round the other side of a large piece of landscape, and they'll take a short cut *through* the landscape, using whatever heavy weaponry they have to hand to remove it. This over-the-top lunacy is, of course, also similar to a taxi-driver – the Robert de Niro kind.



## Making stuff

Most of the areas controlled by flags have a factory assigned to them, in which the robot soldiers and weaponry you use to fight the other side are produced. What each factory is capable of producing depends upon its rating (from one to four stars). The lower the rating, the less effective its products: for example, a one-star factory might only produce puny stuff like plain old grunt robots, jeeps and fixed guns; a two-star might produce light and medium tanks and psychos; and so on. The further into the game you get, the more powerful the factories and the better the weaponry, including the likes of armoured personnel carriers, snipers and heavy tanks, and even cranes to repair damaged buildings. By that stage of the game, we're talking seriously heavy slogville.

To choose an item to be constructed, simply select it from a sliding bar of all those available. The time taken to construct it is shown alongside. The more territories you control, the quicker you can construct things. Perhaps one of the most annoying sights in the history of computer games is when an enemy unit takes over your factory just as the thing you ordered comes rolling out of the factory doors. At this point, you're allowed to swear.



## The short route

One of the nice things about the game is that each level doesn't have to be a long slog of attrition, winning territories here and losing them there. If you can manage to get someone, or something, through to the opposing fort somehow, you can blow it up without having to bother about all that messing about with factories. Of course, given that only a moron would leave their headquarters undefended, the chances are your units will get their arse blown out of their ears trying to do it. But it's worth a try.



## The status panel

### THE CLOSE-UP VIEW

Click on anyone in the battle view and they pop up here with a sprightly "Yes, sir!" and a merry song. They pop up by themselves when they're in trouble and trying to attract your attention (click on them at this point and the battle view will automatically centre upon them), or if they just want to abuse you.

### WEAPONS/VEHICLE

Shows the weapons carried by the chaps in the close-up view, or whatever vehicle they're manning, and how much ammo it's got. An energy bar also shows how close it is to being wiped off the face of the planet.

### MINI MAP

Click on it to navigate quickly around the map. You can also use it to check where you are, and check exactly how badly you're doing – as well as that it can be adjusted to show stuff like radar readouts, terrain, the nearest pub, and so on.



(Below left) I think that used to be a jeep. Or maybe a tank.

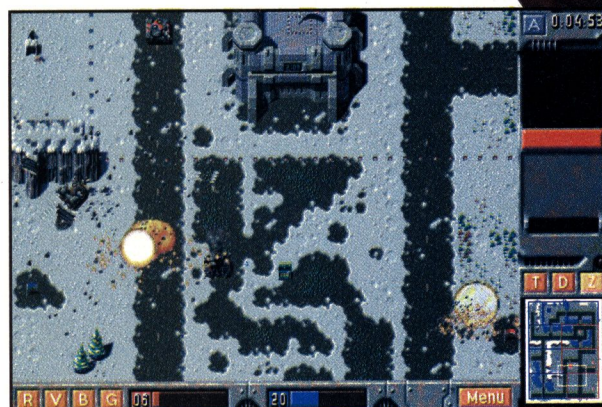
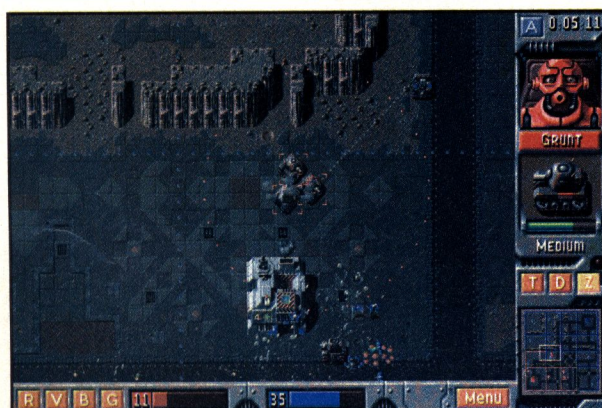
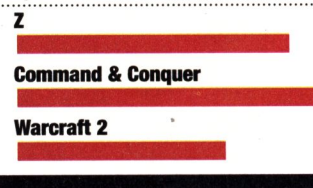
(Below that) Fun in the snow.

## Command and what?

If you're not familiar with the concept of real-time strategy/battle games, they basically take the construction elements of a plain old strategy game, where little factories churn out the things you need to help you conquer more planets/countries/housing estates, and ally this to the fact that you fight the people you're trying to over-run in real-time, rather than politely taking it in turns. This means you have to have one eye on what your factories are producing, and the other on what your soldiers and the things you've built are doing, and you end up looking like Marty Feldman. There have been quite a few games to try it, but the first classic example was *Dune II*, later followed by the aforementioned *Command & Conquer*, which was really a sort of *Dune III*. *Z* is based on a simple premise – to win a battle you have to destroy your enemy's forces and attack his fort, while at

## In perspective

Although it has a good go, *Z* still doesn't have the style of *Command & Conquer*. It whips *Warcraft 2* though.





## Flying stuff alert

Everything you blow the shit out of flies up into the air in large chunks, whether it's the lid of a tank, or a passing bunny rabbit. Operating firmly under the 'what goes up must come down' rule, this stuff will fall to the ground, perhaps wiping out something you hold quite dear. Apparently, it's even possible to have a tank on its last legs finally polished off by a flying rabbit carcass. Hence the expression, 'the rabbit that broke the tank's back'.



the same time protecting your own. To help you, each battlefield is dotted with factories that can produce vehicles, troops and weapons. You acquire these by controlling their associated mini-territory, designated by a flag: take over the flag and you own the factory and can decide what it produces. Lose the flag and your enemy gets the goodies. The more flags you control, the quicker your factories can produce things. Simple. You might think...

### So what's it like, then?

If you want the short answer, bloody hard. You may well see yourself as a bit of a whizz at this sort of game and think that, with only 20 levels, you'll finish it pretty quickly. You won't. As well as being harder than *C&C*, it's a slightly different sort of game. For a start, it's a lot more strategic. And one of the main differences is that you can see the whole level from the moment it loads... The battlefields feel

more like an enclosed arena, and gameplay is much more intense as a result. You can also see exactly where the computer – or your opponent – is, and what they're doing, all the time. And you have to be extremely quick off the mark in one-player mode if you want to get to any of the 50/50 flags, because the computer knows automatically where they are, whereas you have to search the screen to find out. This means you'll be sweating harder than Russell Grant running the Atlanta marathon in a bin-liner from the very moment you start the level. In fact, they might consider marketing this as a weight-loss programme.

This level of difficulty is apparently deliberate, as the general consensus is that people will be moving onto this after playing *C&C*, and will therefore be looking for more of a challenge. (If you're not a *C&C* master, you may want to consider having a go at that first.) As far as the network game goes, where the difficulty level is obviously based entirely on the proficiency of your opponents, you still won't put on weight – it's still one of the tensest games you can play against a chum. And of course, if you're playing someone you don't much care for, it's even tenser.

(Top right) Bang. Again.

(Above right) Another action-packed visual feast to make your eyes water with the colour and splendour of it all.

## The droid who cried wolf

If any of your units are in trouble, they'll let you know by shouting some kind of mildly insulting message at you, and appearing in the close-up window. If you quickly click on them, you'll be taken automatically to the scene of the action on the battle view. Often, you'll find that they're exaggerating slightly, and in fact there are actually five of them against a cat with its claws out, or something, so you pay less attention to them next time – and that's when they disappear from the screen forever.



## The 'vagaries of war'

One of the things that make it so hard to play against the computer is that, despite any amount of careful planning, things can go against you. Put one of your tanks against two of their jeeps, and they take out the tank; put two of your jeeps against one of their tanks, and it blows your jeeps up. If you're the whingeing type, you might say that this made an already difficult game more difficult. If you're the hard-headed, tactical warmonger type, you put this down to the vagaries of war. Jeeps are vulnerable things; anything can happen out there in the field; and all that garbo. To be fair, there is an element of truth in the theory, and you can turn an apparently weaker unit against a stronger one with occasional success – for example, if you have a sniper, you can take out a tank merely by shooting the bloke inside it when he pops his head out. Then all you have to do is send someone else in to take over the tank.





## Chris's opinion

This is definitely a game I had very high hopes for. I played *Command & Conquer* to death (I still am in fact) and I was hoping *Z* would offer a different slant on the same style of game. The first time I saw it I immediately thought this was not to be. It looked very similar to *C&C* and I really thought we were looking at a case of too little too late... I was wrong. The more you play *Z*, the more you appreciate the distinctive style of the levels. They don't have the 'surprise' factor of the *C&C* levels because you can see all the play area at once, but they really do encourage you to kick the shit out of the enemy straight away. Because of this you'll find yourself rushing to get off the mark at the very beginning of each level. It's also a much more aggressive game: you won't get anywhere in *Z* waiting until you've got lots of tanks before wading in, you've got to build the heaviest tank your resources will allow straight away and dash into enemy territory with it. This makes *Z* a much more tense and hectic affair than *C&C*. As for how the two games compare, I must admit that I still prefer *C&C* because the resource management side of things is more of an issue in the game, but having said that, *Z* is a very addictive and challenging title that will keep you going for a long time.

## Graphical style

The Bitmap Brothers have a definite graphical style - you'll probably notice, for example, that the robot close-ups are not entirely dissimilar to those used in *Speedball*, all those years ago on the Amiga. This was enough for some people to start whining on about how you'd think they'd have got some fully-rendered 3D figures in there by now. Right-thinking people of the world say bollocks to that - all you want here is instantly recognisable, almost logo-ish graphics that clearly distinguish what it is you're dealing with when they start yelping for help. And that's what you get. As far as the levels, or battlefields, go, they're perfectly functional. Alright, so the little geezers running about look remarkably similar to the *Sensible Soccer*-style squaddies from *Cannon Fodder*, but at this size what

## Tech specs

Memory: 8Mb

Processor: 486DX/66

Graphics: VGA

Sound: All major sound cards

Controls: Mouse

## Basically...

Basically, what we have here is a brilliant strategy game that is so hard you can't help but get value for money

## John's opinion

Like everyone else I was expecting great things of *Z*, and I'm pretty sure that despite all the hype and all the delays the Bitmap Brother dudelettes have actually managed to pull it off. As Patrick says, the whole thing is quite stupidly hard, but bearing in mind that everyone who plays games on a PC has probably played *C&C*, the high difficulty level is probably a good thing.

Where I seem to be at odds with everyone else is the graphics... the cut-scenes are fab (and actually funny, which is extremely rare for a game) but the in-game graphics look like they were originally designed for the Amiga and no one bothered to really spruce things up for the PC. Sure, the SVGA mode is fab, but as far as overall look goes, I have to say that *C&C* looks several billion times nicer. Having said that though... with this sort of game it isn't the end of the world.

A testament to the quality of the game though is the fact that a) people keep coming into the *Zone* offices and fighting over machines to play the thing and b) someone nicked the CD for a couple of days and didn't tell anyone. You can't say fairer than that, can you? If a game's worth nicking, it's worth the fuss.



(Above) The levels vary in graphical style from planet to planet.

from it - unless you're so crap that you can't get off the first level. You'll know whether you're crap or not, by the way, because you'll be told. Like all Bitmap Bros' games, there are loads of little touches that will amuse you, from the incompetent piss-head droids in the cut-scenes, flying you from level to level and crashing on the people flagging them in, to the voice which says, when you're struggling, "You are so crap". And you probably are. **Z**

## Score

# 92

Like *C&C*, only harder, more strategic and more intense.

Price: £TBC Release date: September

Publisher: Time Warner Interactive

Tel: 0171-391 4300

**GATEWAY2000**  
"You've got a friend in the business."

d'you expect? The game runs in both VGA and SVGA, but you can see a lot more at a time in SVGA. And it should run reasonably well at this resolution on a fast 486, which is good news for everyone without a P200 in their bedroom.



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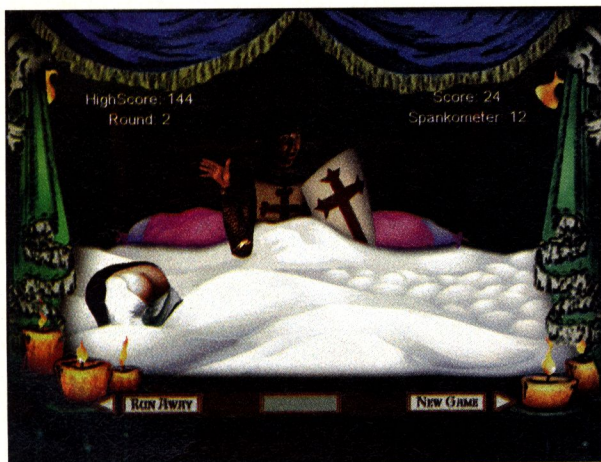


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# Monty Python and the Holy Grail



We took one look at this new release from 7th Level and we just *knew* we had to get a zany, wacky, off-beat and madcap kind of guy to review it. Sadly, none of us had Nicholas Witchell's phone number, so here's **Charlie Brooker** instead...

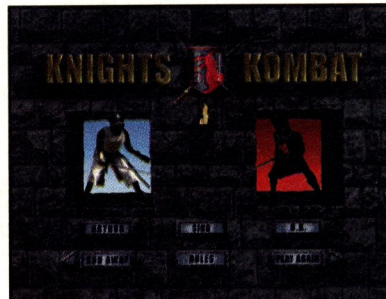
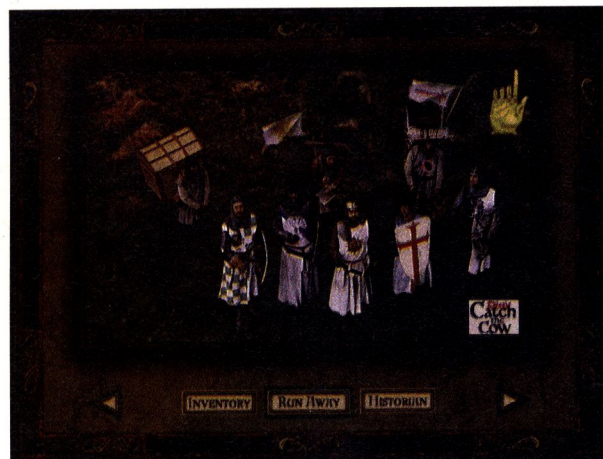
**B**EFORE I GET STUCK INTO THIS, ALLOW me to digress for a moment. About a week before the review copy of this title arrived I was invited on a journo-type jaunt to the good ol' US of A along with writers from rival mags, including a guy from *Next Generation*, the American version of *Edge* magazine.

To cut a long story short, we weaved our way back to our hotel after far too many pissy American beers, where we all sat around shouting, swearing and downing yet more beer. And then lo and

(Above) It's time for a game of 'Spank the Virgin'. Makes a change from spanking the monkey, I suppose.

(Above right) Go on – guess who's going to win.

(Below) "An African or European swallow?", etc, etc, etc...



behold, *Monty Python and the Holy Grail* came on the cable comedy channel. Naturally, we started watching it. Then – and this is the relevant bit – the *Next Generation* guy, a genuinely nice bloke who seemed to have his head screwed on correctly, started reciting the entire bloody dialogue in time to the film. And even though I still thought he was a 'genuinely nice bloke', I suddenly found myself wanting to pick him up with my bare hands and hurl him, chair and all, right through the window.

Let's face it, *Monty Python and the Holy Grail* is an incredibly funny film, but one that we've all seen far too many times. And now here it is once again, this time in the guise of an interactive multimedia CD-ROM game-cum-movie-cum-novelty type thing. Like, 'ni', man.

## It's really good but...

7th Level haven't done a bad job at all. Anyone familiar with *Monty Python's Complete Waste Of Time* will know what to expect: plenty of lovingly recreated Gilliam animations, clips and sound-bites from the movie, and a smattering of freshly-recorded voiceovers from most of the surviving Pythons.

Attempting to describe how the game 'plays' is nigh-on impossible, but I'll have a crack anyway. Imagine, if you will, that somebody's taken the film and turned it into a kind of animated interactive picture book. Every time you click on something – anything – a stupid and amusing thing happens (usually accompanied by dialogue from the film). The quest for the Grail itself (your overall 'aim', if you can call it that, is to actually get your hands on the bastard thing), is more or less irrelevant, since the game deliberately frustrates your attempts at serious progress. It also features a few simple

## Tech specs

Memory: 8Mb

Processor: 486/33 or above

Graphics: SVGA

Sound: All Windows-compatible sound cards

Controls: Keyboard, mouse

Note: Windows 3.1 or 95 required

piss-take arcade games to keep you amused en route – the best one's a Tetris clone in which you have to slot bubonic plague victims neatly into a mass grave.

So it's all here – the *Knights of Ni*, the French taunters, the carnivorous rabbit... and some of the new bits are severely comical as well. But despite the fact that it is funny, it's also a little too familiar for my liking – a bit like being shut in a room with people reciting the dialogue, as I mentioned before.

No doubt if the Python team were still together today they could produce a completely original and gut-bustingly hilarious 'multimedia' title to complement their TV shows, movies and books. Instead we have to make do with recycled material – albeit gloriously recycled – which really does work better as a film than it does as a game. In fact, you can't really class *Monty Python and the Holy Grail* as a 'game' at all: it's a novelty, plain and simple. **Z**

## Score

# 69

And now for something completely familiar.

Price: £39.99 Release Date: Out now

Publisher: 7th Level

Tel: 01932 355666



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# Broken Sword

Bm@k€m \$w@rmoll



After two days of head-scratching and gazing vacantly out the window, **Patrick McCarthy** still couldn't come up with a remotely interesting introduction. But he did manage an interesting weeping sore on his head from all that scratching.

**B**ROKEN SWORD COMES FROM Revolution, the very people who brought you *Beneath A Steel Sky*, and is the latest in the recent batch of games to involve a Knights Templar theme.

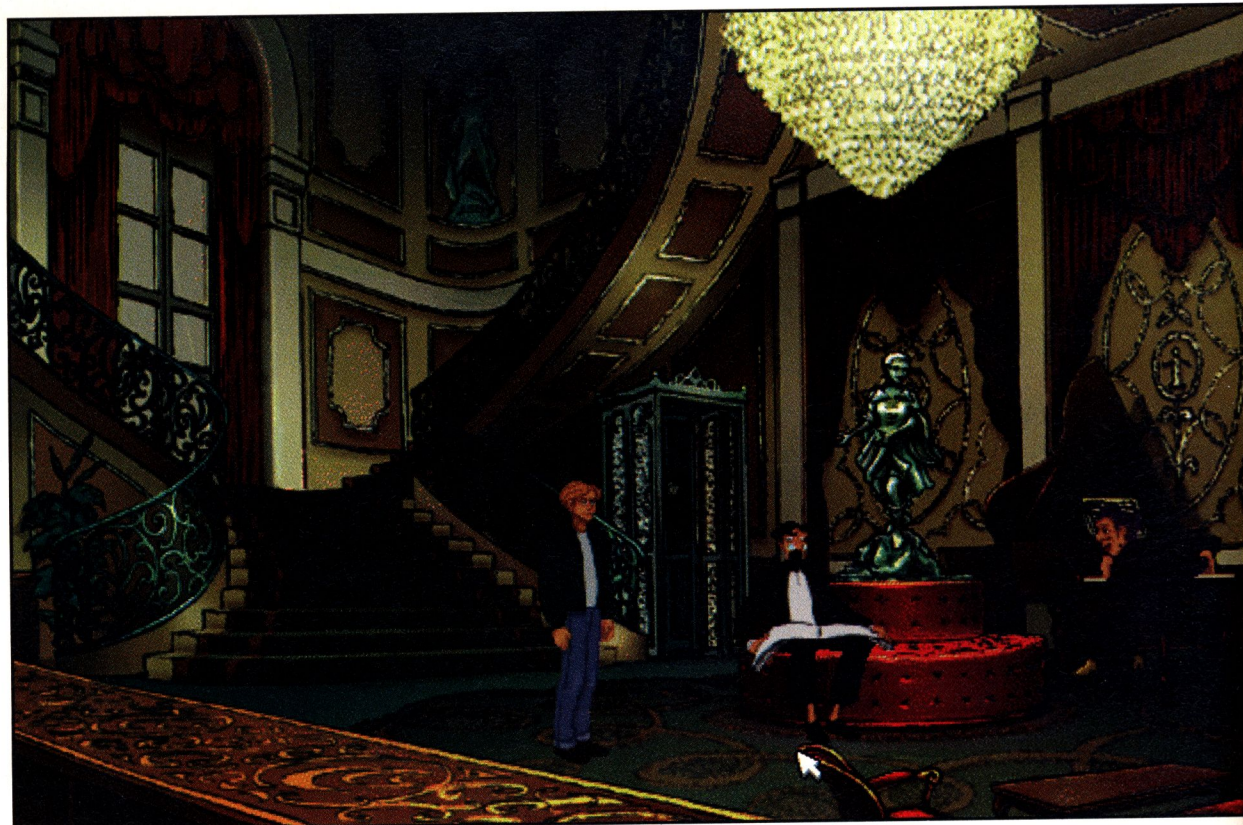
You control George Stobbart (which, for some reason, is pronounced, "Stobe-art"). You're a lanky American with a *Man Who Fell To Earth* haircut, currently holidaying in Paris in the Autumn as part of a jaunt around 'Yoorp', in which you plan to point at people's public buildings and ask if they're, like, really old. No sooner have you settled down with some disgusting French drink or other at a pavement café, than an elderly William Burroughs lookalike starts chatting to the slutty, peroxidized-up waitress you quite fancied your chances with, and disappears inside. (Inside the café, not the waitress.)



As you try to hide your bitter disappointment behind a manly gulp of whatever noxious, sight-damaging liquid fills your glass, a horrible clown arrives, shoves his grease-spattered face into yours and then starts playing the accordion at you. (A traditional French insult.) Before you can say, "Charlie Cairoli was a fat, unfunny arsehole with ridiculously oversized shoes", he too disappears inside the café, reappearing



seconds later with William Burroughs' briefcase. Being American, you think nothing of this daredevil mugging, and are about to start a loud discourse criticising the diminutive stature of the building over the road, when an explosion knocks you sideways as the window of the café is blown out by a bomb. Picking yourself up and sorting out your wedgie haircut, you walk into the now wrecked café to pick the dead



(Right) The reason why musak was invented. Ms Brackett (or is it Hinge, I can never remember) serenades two likely lads with a camp parody of Gershwin's *An American In Paris*. You, as George Stobbart, merely want to enquire about the seedier side of room service...





man's pockets and try to cop a quick feel of the still-dazed waitress... or was it the other way around? Whatever – your adventure has begun.

### Cartoon capers

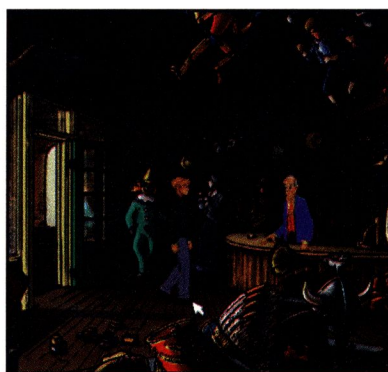
You would probably expect, given Revolution's track history, that this would be a good old-fashioned point-and-click adventure, the likes of which seem to have been going out of fashion of late to make way for the dreaded "interactive movie", in which you sit passively in front of your screen for hours watching people pretend they can act. Worryingly for some of us, however, this is billed as an "interactive cartoon". Which would be fine if they were talking Wile E Coyote, but the most cursory of examinations reveals that there are no pairs of Acme rocket-powered skates in sight, and spectacular plummets from 50,000 feet into dusty canyons are few and far between.

In fact, this is an interactive cartoon that might more accurately be called an interactive animated movie. In other words, although on the surface it resembles a point-and-click adventure, there's very little of what you'd regard

(Above left) George employs the best pick-up line in history with the slutty waitress's pimp.

(Above centre) My God, as with all the best (worst) pick-up lines – it worked! Watch out for the clown, though.

(Above right) Might have known it, she's a weird dominatrix and your first task is to run her a bath... At least she's clean, though.



as classic point-and-click gameplay. There are icons to help you make your way around the locations and interact with objects by looking at them, picking them up, using them and talking to people. But there are no situations where you suddenly find yourself confronted with a mind-numbing puzzle, solved by combining a Ladyshave with a broom handle to make a lawnmower, or whatever. And there are no red herrings littering the screen in the form of entirely useless objects, which you pick up and spend hours trying to blow down because you're convinced they're the key to a particular conundrum. The only objects you can interact with on any screen will be whatever is essential to the development of the plot, so it's pretty low on hot-spots. Traditional forms of puzzling go out the window, the game going instead for a gentler, more 'plot unfolding' sort of feel. And we all know what that means: lots of talking.

### Blah blah blah...

Whether this is to your taste or not is another matter – I must admit that at first it drove me right up the wall. I much prefer the snappy dialogue of a LucasArts adventure, with its emphasis on giving you the information as quickly and/or humourously as possible and letting you get on with the adventuring. But gradually I got used to this approach. The whole game revolves around conversations, which you steer along by clicking on a number of icons at the bottom of the screen, usually representing other characters in the game or subjects which arise during your chat. At the top of the screen, icons depicting whatever objects you have in your inventory will appear, so that you can talk to people about these, too.

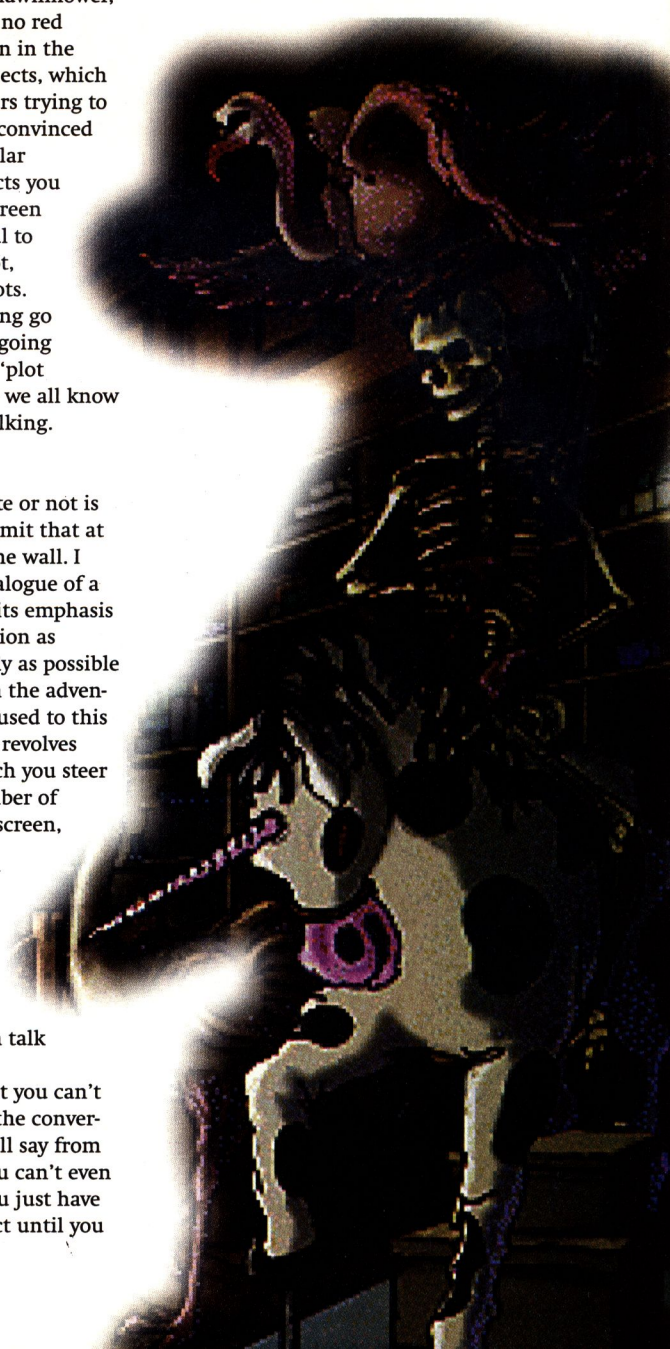
It's fairly unusual, in that you can't really pick an approach to the conversation, or choose what you'll say from a selection of responses. You can't even ask a specific question – you just have to keep clicking on a subject until you

exhaust it (the icon disappears when you have) and hope he doesn't say anything that makes you look too much of a cretin to anyone walking past. But as you can probably imagine, this means an average conversation takes only slightly less time than the complete *Mahabarat*, especially when you take the other characters'

## Happy talky talky happy talk

Games based around conversational interaction are fine as long as your character always comes out with something intelligent or pertinent to the situation. But when your character starts asking stupid questions, it just winds you up.

For example, during one conversation in a hotel foyer, you have it pointed out to you quite clearly by a Hinge and Brackett lookalike just inside the door that the clown/bomber you're searching for under the name of Khan is staying at the hotel under the name Moerlin. Yet when you examine the hotel register you look for the name Khan, and you even question the desk clerk at some length about Khan. Presumably, the game was expecting me to do the two conversations in a different order, but given that the Hinge and Brackett biddy was on the way to the desk anyway, there's no reason to ignore her and go straight to the desk. Even after two more chats with the biddy who originally provided me with the news about Moerlin, I was still asking about Khan at the desk. Then, some time later, for no reason I could discern, my character suddenly introduced Moerlin into the conversation. Perhaps he's just another of those thick Americans and it took some time to sink in.







indefatigable desire to veer off at an amusing conversational tangent into account. Sometimes it's like trying to get a straight answer out of an MP. To give you an example of the sort of length I'm talking about, I timed one conversation, in which I had a number of characters and objects to work through – or should I say discuss – at nearly 11 minutes.

### ...blah blah blah

The trouble with any game – or 'movie' – that depends so heavily on talking is that the script has to be excellent to keep you playing. *Broken Sword's* is a bit patchy. There are regular dashes of humour that can be quite well done, and when you get into it, the dialogue sometimes seems to flow smoothly and entertainingly. Unfortunately, there are also moments when the dialogue is

(Above) Uh oh, think I've found the only gay bar in the whole of gay Paree.

(Right) Excuse me, ma'amselle, but the walls in this hotel are rather thin.

(Below) Er, bonjour mes amis. Je suis un Yank imbecile et je me suis vraiment perdu. Avez-vous un A à Z?



about as interesting as a daytime TV feature on Buddy Holly toilet-roll holders. And there are bits when things you come out with simply don't make sense given what's gone before.

### Accentuate the positive

Graphically, at least, the game is very good. It invokes a mood very well – particularly in the Autumn-afternoon-in-Paris bits, with sunlight dappled on a wall, and long shadows across a pavement – and it's full of nice little visual details. Unlike in some games, the characters sit well within the lush backgrounds. They don't look like

they've just been stuck down on top in a different style, and are well-animated and scale well when moving in and out of the screen. A lot of money has been spent on the visuals, and it shows.

Although the dialogue has been performed by professional voice artists, one or two of the accents sound like they're being performed by the less-than-talented Les Dennis. Some of the French accents were distinctly of the 'Allo 'Allo school, and were sometimes so over the top that I had to start the scene again with the text turned on to work out what they were supposed to be saying. Sound quality is also







# TEMPLATE

This keyboard template has been created by  
*PC Zone*. Your best bet is probably to photocopy  
it and then you can fill it in for whatever game  
you want... Useful, eh?  
Loads of people have written in asking for  
something like this, so here you go...









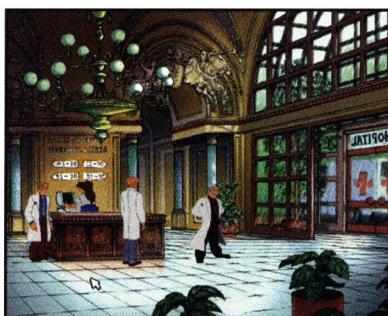


somewhat erratic, with the voices varying considerably in volume during the course of a conversation, from a loud, echoey delivery that sounds as if it's been recorded in somebody's toilet, through weird bits that sound like they're being spoken down the other end of a garden hose, to some that sound like they're being spoken while the actor's being smothered beneath a pillow. I should say, though, that the version of *Broken Sword* we've been given isn't quite finished, and that these interesting features may well be less marked in the final product.

(Above) "Hi, remember me?" Nah, it won't work twice.

(Above, top) The Paris Metro, now will you quit bitching about the Northern Line?

(Below) George, doing his best Hugh Grant impersonation with a goat. So he's got a kind of chèvre on, right? No wonder Billy Goat was gruff...



### Big breath

When all's said and done, I suppose it really comes down to whether you like this style of gameplay. I know that's an obvious thing to say, but I'm sure, for example, if it were an FMV 'movie', people would probably praise it a lot more highly. As it's a cartoon, there's a tendency to automatically assume that it's going to play in the LucasArts style, whereas it has a lot more in common with an interactive movie – not surprising really, given that they claim it's intended as an interactive cartoon. And on these grounds, it works quite well. It's certainly atmospheric, it's well animated and the story's well-structured. But there are those enormously lengthy chats to come to terms with.

Personally, although I'd usually run a mile at the mention of an interactive movie, I found *Broken Sword* drawing me in after a while. Just sitting back and going with the plot can have its own attractions. But the conversations can be tedious and disjointed at times, and if you really don't like that kind of approach, I'd steer well clear. **Z**

### Tech specs

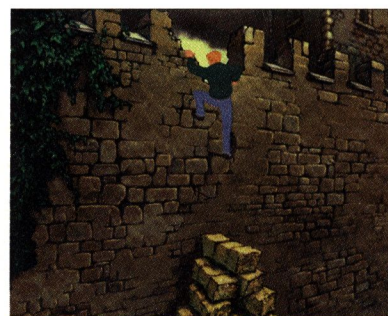
**Memory:** 8Mb

**Processor:** 486DX/33

**Graphics:** SVGA

**Sound:** All major sound cards

**Controls:** Mouse



## The Knights of the Round Italian

Umberto Eco has a lot to answer for. More than six years ago he wrote *Foucault's Pendulum*, a sprawling, engrossing novel about conspiracy theorists, practical jokers, the Knights Templar (previously thought to be some kind of soap) and their modern day acolytes. And before you can say "there's a game in there somewhere", we're inundated with games that bear more than a passing resemblance to certain elements of the plot. (Well, alright, at six years, it took a bit longer than that – but it's a thick book.)

First there was *Time Gate* (otherwise known as *Alone In The Dark 4*), which was followed soon afterwards by *Azrael's Tear*, the very good *System Shock/Ultima Underworld* hybrid. Now we have *Broken Sword*. All are slightly different types of adventure game, but tend to share one or two aspects with the book, whether it be some passing connection with Paris, an involvement with underground bits and/or the search for the Templars' treasure. *Broken Sword* scores well with its Umberto Factor, including as it does some Paris bits, some underground bits (in the form of the Parisian sewer system) and a quest for the Templars' goodies.

### Score

# 84

**Far too much talking!**

**Price:** £TBC **Release date:** September

**Publisher:** Virgin Interactive

**Tel:** 0171-368 2255



**GATEWAY2000**

"You've got a friend in the business."



### Interesting facts about the Knights Templar No. 53

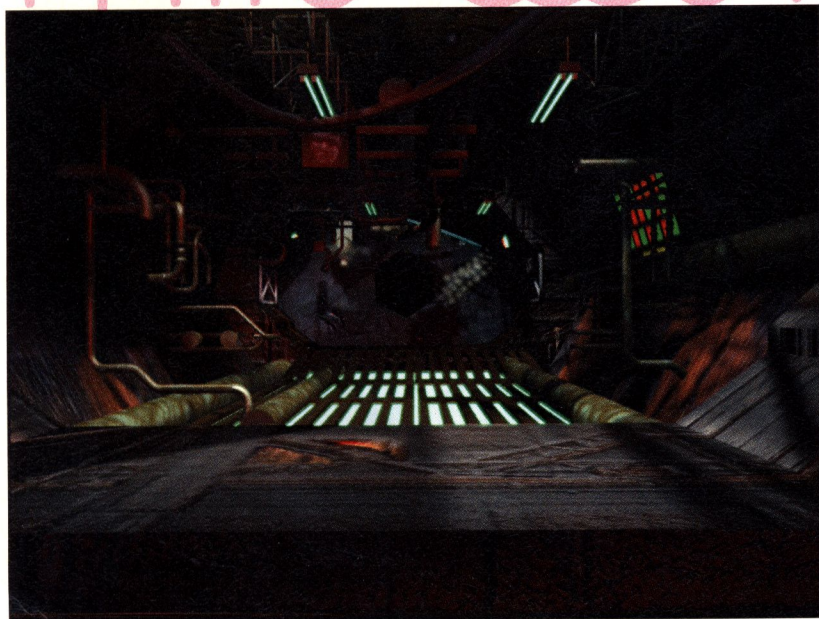
- As well as inventing bank crediting systems and summer-weight armour (with lycra) they were also the inventors of an early form of Wash 'n' Go.
- One of their many vows meant they were never allowed to squeal in a girlie way, even when given a Chinese burn.
- Nobody ever knew what a Templar was, because if you asked them, they stabbed you with big swords.



**Duncan MacDonald's** girlfriend once wanted a particular herb for a Hungarian goulash she was making, but the cupboard was bare and the shops were shut. Duncan kitted himself up in army camouflage gear and crawled through the undergrowth into their next door neighbour's herb garden to do the necessary. This makes him the ideal person to review *Thyme Commando* from EA. (That was appalling – Ed.)



# Time Commando



(Left) Er, I'm a bit lost here. Which way is up?

Either that or he's a sore loser who's just lost, in which case his disk has some kind of futuristic virus on it. (B) He's the fairground boss – a futuristic gypsy. He's checking that all the people have paid for the ride. His floppy disk probably just sets the roundabout in motion. (c) Well, either he's the office manager and he's downloading the day's workload, or he's one of the staff and he's making an illegal copy of a program from the main server.

## Time Commando rendered intro: scene 3

There's a weird slo-mo explosion, emanating from the hub. It's like a spherical bright light. It grows in size until it shrouds all the spokes, the chairs, and everything. The tasty chick backs off in alarm.

## What's happening?

(A) I told you! It's a virus! It's exploded everything. (B) The merry-go-round has gone wrong, and I bet the fairground owner isn't insured.

(c) Hmmm. Is it like what happens during lunch breaks in the future? No? Er, I'm a bit buggered actually, aren't I?

## Time Commando rendered intro: scene 4

A bloke appears from another room and studies the glowing anomaly. The camera swooshes around in typical rendered-intro style. The bloke then reaches into the blindingly bright orb and is sucked inside. This is the cue for the game to start.

## Final conclusions, please

(A) Well, as I said, it's just this gigantic futuristic virus which is like a black hole (except it's white). Er, and then something else happens. It's probably got something to do with time, seeing as the game's called *Time Commando*.

(B) He's a fairground mechanic.

(c) Well, if it's not an office then what is it? Frankly, I don't have a clue.

## Results...

Mostly (A)s: Nice one. You're roughly where I was when I started the game. Mostly (B)s: Well, at least you stuck

**T**IME COMMANDO DRIFTED INTO the office without a manual. Nothing unusual. It happens all the time. In the case of complex chopper sims or whatever, a telephone call deals with the problem and sheets of A4 come pouring through the fax. With *Time Commando*, however, I didn't feel I needed a manual: after all, the keys are redefinable, so no problem.

The only trouble (and it's a small one) is that I'm on level 20 and I still don't know what I'm 'doing'. I know *what* to do, you understand, but not *why*. Still, all is not lost, because it means we can play a game... a game which I call 'guess what that rendered intro was all about'. Wanna play? (It's multiple choice.)

## Game on...

### Time Commando rendered intro: scene 1

There are loads of your usual panning, rotating camera work, and we're brought inside a big futuristic looking room. There's a giant upright spindly thing in the centre and it's acting like a hub for a bunch of horizontal 'spokes'. On the end of each spoke is a chair, in which sits a person at a computer type affair. They're all facing the 'hub'.

## What's happening?

(A) It's obviously some sort of futuristic network computer game set-up.

(B) It's probably a fairground ride of some description: a 21st century merry-

go-round if you like.

(c) It's simply an office. No big deal. I reckon that in the future all offices will look like that.

## Time Commando rendered intro: scene 2

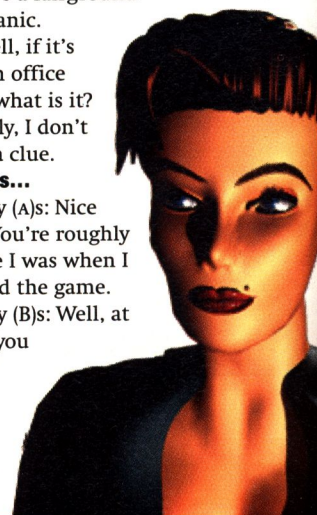
There's a tasty chick leaning against the chair of a handsome character (her tongue's virtually in his ear). We get a couple of camera angles and a close-up. The camera pulls back to a profile of the dodgy-looking bloke in the chair on the next spoke. He glances shiftily from side to side then furtively slips a floppy disk thing into a drive on his console.

## What's happening?

(A) He's cheating. His disk is full of 'infinite ammo' codes and whatnot.

(Below) Oh no, it's that time of the month again – Pocahontas goes on the PMT warpath.

(Below right) That's no beauty spot – Sweaty Betty's got a grollie on her upper lip from snogging the handsome chap's ear'ole. Ugh!







with your theory – even if it was crap. Mostly (c)s: Pathetic. You deserve to be shot in the eye.

### So where are we now?

Well, we've played 'guess what that rendered intro was all about'. If I can now add that *Time Commando's* levels are set firstly in Stone Age times, then Roman times, then the Middle Ages of various countries, then Wild West America (which is as far as I've got), I think I can safely say that we can see a pattern emerging. Yup, we're travelling back to the future... inside some kind of computer enhanced 'cyber disaster'. Or virus. Or scary magic thingummy.

### But what's the game actually like?

Graphically it's like *Cyberia* or something of that ilk – you've got your light-source shaded rotatery geezer who can walk, punch, kick, jump, search and so on, and you guide him around numerous rendered landscapes, killing everything you see. Scattered liberally about are small computer chip icons to collect, while at the top of the screen there's a bar which acts like a timer, and is supposed to represent (I think) the ever-growing scary virus doofer from the intro. If you fail to complete a level quickly enough, this bar will become full and it's game over – unless you manage to locate an 'interface terminal' into which you download the icons you've found. Oh, and sometimes you'll hear a celestial choir 'aah' sound, which is telling you that somewhere in your immediate vicinity is a hidden item: it might be an extra life, more health, concealed chips, a weapon...

### A weapon???

Yes, a weapon. And you get to use more weapons in *Time Commando* than in any other game I've ever seen, incidentally, because each time era (of which there are heaps) carries its own unique



selection. In caveman times it's rocks, different sized clubs, wooden spears and the like; in Middle Age Japan it's nunchukas and all that ninja kit; in cowboy times there's a complete selection of guns – Colt, shotgun, Winchester, etcetera. You get the idea. (And anyway, I don't want to spoil things by giving you a complete list.)

### So what else do you do?

Well, apart from picking up the chips and finding the odd hidden room, you don't actually do anything other than, er, kill things. This isn't a game for puzzle freaks by any stretch of the imagination. I'll tell you what I was thinking after I'd got through a few levels, that it's sort of like playing a constantly moving and changing *Toshinden*, but with a sort of vague nod towards *Prince Of Persia*. For my money, though, this nod isn't nearly pronounced enough (in fact it's more of a nervous twitch). On the *Toshinden* side *Time Commando* can't be faulted, because the graphics – both the rendered stuff and the 3D sprite doofers – are absolutely corking, and the compulsion to continue is derived not only from the enjoyment of the myriad scraps, but also to see what ingenious attention to detail the backdrops of the next level will contain. The graphics people should be knighted.

On the *Prince Of Persia* side however... Well, leaping over crevasses and hanging onto ledges has never been a good idea in 3D games with continually changing viewpoints and scaling, mainly because you can never get to grips with the pixel perfect placement necessary. (Luckily, *Time Commando's* designers realised this and have kept



(Above left and far left) Middle Ages and Japan respectively – leap high in the air and turn into a red devil thing.

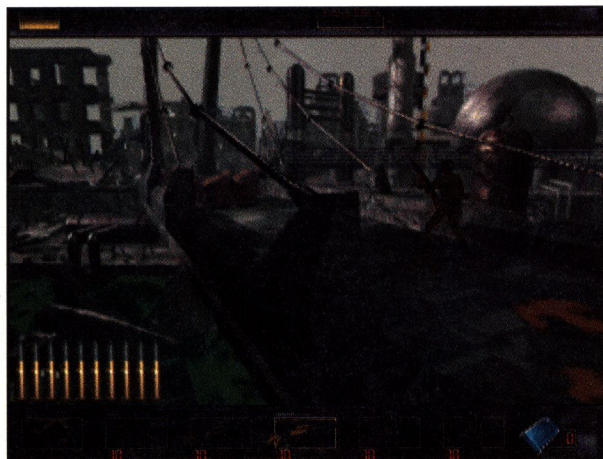
(Above) And this is Spain, after the Barcelona Olympics.

(Below) Stinky Stanley looks worried, mainly cos someone's nicked his ...well, you know.



(Below) Present day – love thy neighbour? If that football comes into my garden again, I'll nuke it!

(Below left) The Future – traffic wardens had a much nicer uniform in my day...



such moments down to a bare minimum). What this ultimately means, though, is that the only stuff to cross over from *Prince Of Persia* isn't the stuff which made that particular game a classic. Oh well.

### So what's the verdict?

If you want a really classy looking beat 'em up with ever changing scenery, four squillion weapons, frenetic action pieces, and a storyline to hold everything together, then you'll love *Time Commando* to bits. But if the designers had leaned more heavily on the *Prince Of Persia* elements and had connected the 3D stages together with some good old-fashioned viewed from the side mazy, leapy type shenanigans, then *Time Commando* would have a score somewhere in the nineties. Z

## Tech specs

Memory: 8Mb

Processor: 486DX/66

Graphics: SVGA

Sound: All major sound cards

Controls: Joystick, keyboard

## Score

86

It looks brilliant, it sounds brilliant, it tastes brilliant, but it needs an extra dash of, er, pepper.

Price: £44.99 Release date: September

Publisher: Electronic Arts

Tel: 01753 549442

GATEWAY2000  
"You've got a friend in the business."

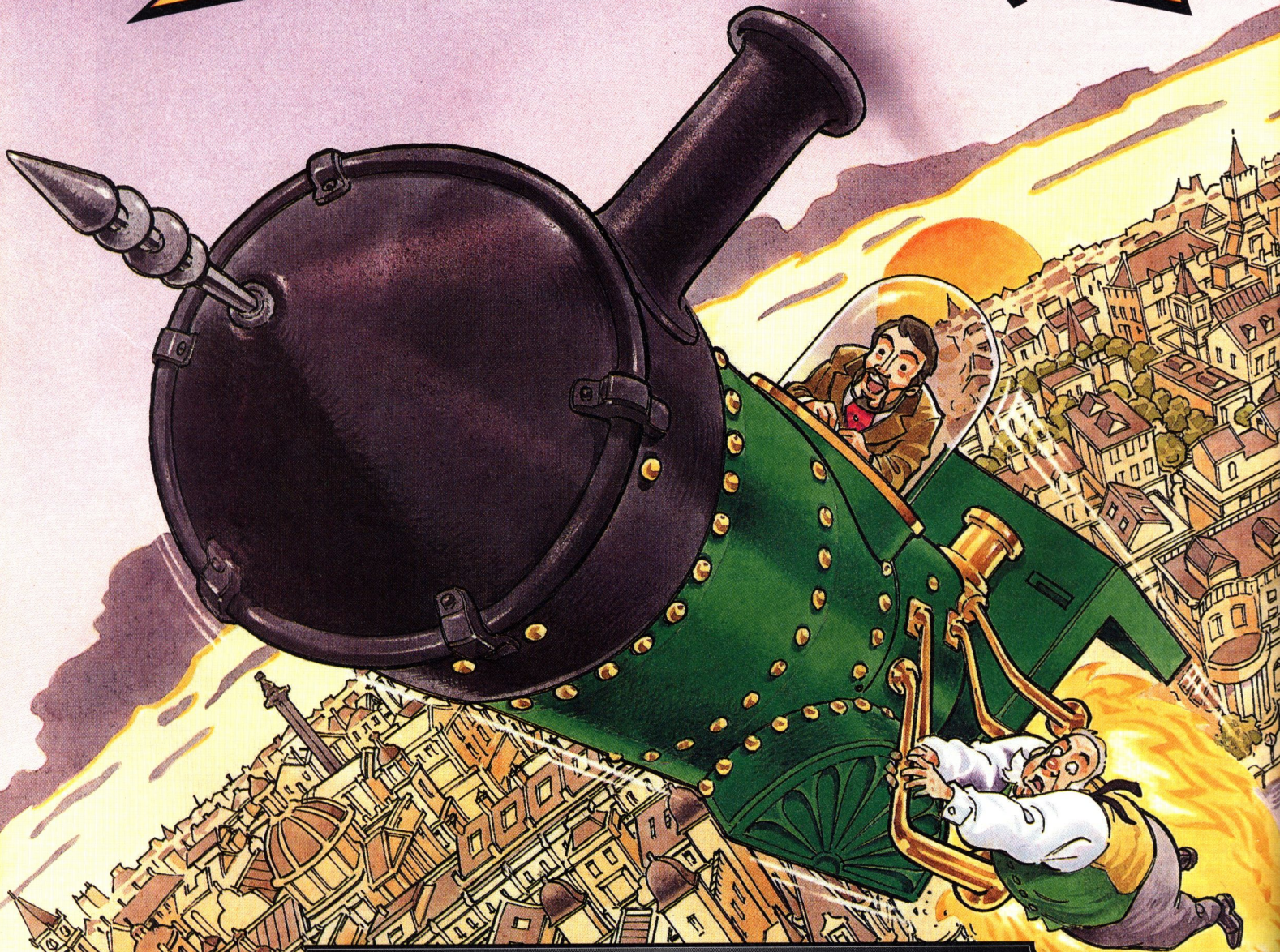


GAME OF THE MONTH...PC Review • "Hilarious...I loved every moment." ...PC Power 88%

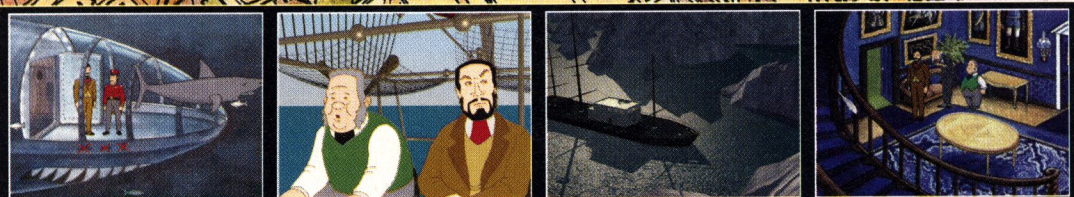
"An inventive, attractive, amusing and atmospheric point-and-click adventure." ...PC Zone 87%



# THE GENE MACHINE



The Great British Adventure

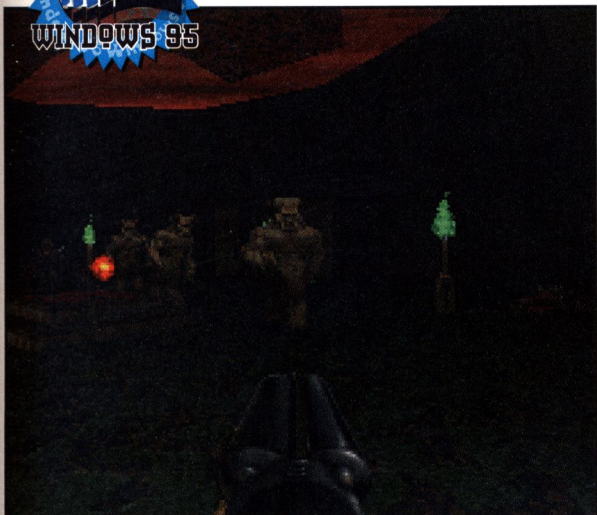


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more gameplays



# Final Doom



**What? It can't be!**  
**Nooooooooooooooooooooo!**  
**Not... not... the end of**  
**Doom? Ohmygod, no.**  
**No. NO. NOOOOOOOOOOOO!!!!**  
*(Cue sounds of wrists being*  
*slit with chunks of glass.)*  
**Aaaaaaaaagggggh. NO! NO!**  
**(This is a small excerpt**  
**from the reaction of David**  
**McCandless to the release**  
**of Final Doom, id's last**  
**Doom product.)**

**G**IRLFRIENDS AROUND THE WORLD can rejoice. Hang out the bunting. Decorate your streets with flowers and other girly things. Sing Alleluyah, and join the seraphim and cherubim along with Sir Cliff Richard in a rousing chorus of "Hark The Herald Angels Sing, Doom Is Finally Going In The Bin". Witness the re-initiation of countless pale partners into society. See them blinking and scowling as they are dragged into the sunlight. Their hair may be greasy, their fingernails yellow, and their teeth sorta furry, sorta green - but they're back.

## It's the Doomstones

Doom is dead. Final Doom is the tombstone, a chance for all of us (except girls, of course) to remember what it was that gripped us so. What you get for your money is the spanking new

(Above) Right, ladies and germs, everyone join in with my vacuous attempt at recapturing a utopian bygone era of gameplay. Er, where ya going, guys?

(Below) Okay, I give up, you don't have to install the DirectX display drivers.

Doom 95 ~~cut~~, plus two new 32-level episodes. One WAD - The Plutonia Experiment - was designed by a couple of Brit brothers, Dario and Milo Casali (huzah! Glory days, stiff upper lips, We Are The Champions, Queen Mum, cockles and mussels alive alive-o etc). The other - Evilution - was hamfistedly put together by a bunch of Yanks (boo, boo, maple syrup, Vietnam, crack cocaine, Hilary Clinton, cinnamon chewing gum etc).

## Look and squeal?

They're both actually quite good. Plutonia is very aesthetically pleasing, with garishly clashing textures of amateur WAD building replaced by a more even and stylish use of textures. Some levels are exceptionally hard, but the Brit boys like to throw their tidal waves of monsters into interestingly laid-out arenas, so you can't always depend on the old strafe-in-circles-until-the-monsties-kill-each-other ploy. TNT has less of a look to it (why is it Yanks have no style?) but relies on cunning alongside layers and layers of traps and those bloody annoying chaingun sergeants to do its work.

## The DirectX-files

The major innovation is that it runs under Windows 95 in hi-res (woo-yeah) using some new-fangled graphics technology called DirectX (which apparently makes games way DOS fast in Windows). Unfortunately, this means Final Doom needs to replace your current display drivers with DirectX-compatible ones. Now, I don't know about you, but I don't like to disturb my system or have

to install new drivers when mine work fine. I don't care if they've been plucked from Bill Gates' backside by the gnarled hands of a magical old crony and then washed pure in a bucket of virgin's saliva - I don't want to install new display drivers. Got it? Saying that, SVGA Doom looks swish, but not as swish as certain other Doom clones.



## Spurts of nostalgia

Basically Final Doom is really a minority interest now that both Quake and Nukem have arrived. Those people who still play Doom either do so (a) in a vacuous attempt to cling on to a utopian bygone era of gameplay which never really existed, or (b) to play deathmatch.

Single-player Doom has been off my menu for a good year or so now. Although these levels are well-designed, good-looking and challenging, I seemed to spend my entire time trying to look, or duck, or jump over the Legoland scenery. In id's very own words: "Technology moves on."

If it had sported the promised eight-player deathmatch option (as Hexen now does - hooray), Final Doom would be a must-buy, but sporting only hi-res and Internet play as new features, it's only really good for a spurt of nostalgia, or perhaps as a means to teach your grandchildren something of our heritage, or if you haven't upgraded your 486sx25 and are sick of your neighbour crowing about how their Quake workstation 'rocks'. Er, fancy a game of Quake, anyone? **Z**

## Tech specs

**Memory:** 8Mb

**Processor:** 486/50 or better

**Graphics:** SVGA

**Sound:** All major sound cards

**Controls:** Mouse, keyboard, joystick

**Note:** The WAD files run under Doom 95 and DOS Doom; files Windows 95 required

## Score

# 62

**Rest in peace.**

**Price:** £TBA **Release Date:** August

**Publisher:** GT Interactive

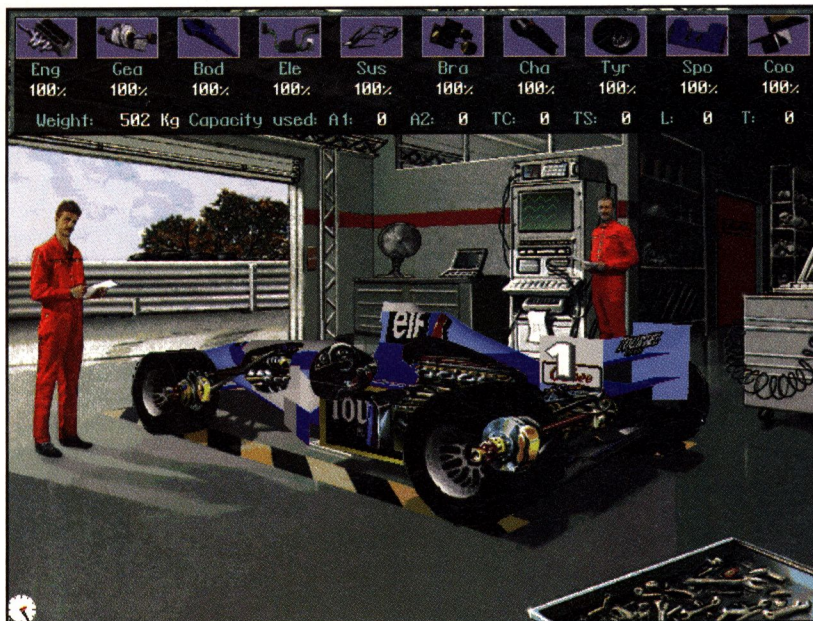
**Tel:** 0171-258 3791

**GATEWAY2000**  
 "You've got a friend in the business."



Formula One manager games, eh? There are loads of them. Actually that's a lie, there's one but we won't go into that here, especially as **Duncan MacDonald's** about to have a look at the brand new **Team F1**.

# Team F1

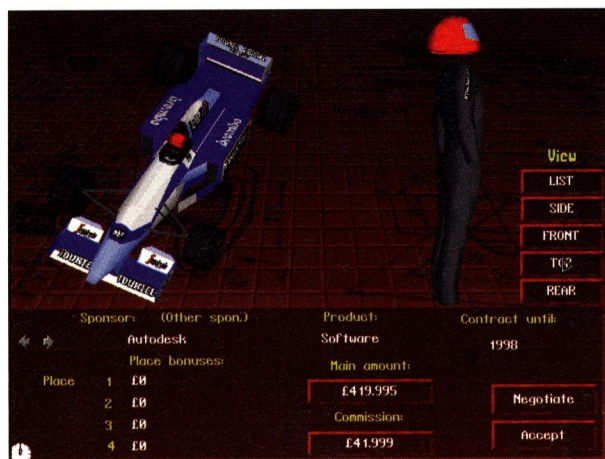


(Above) You can't use that – it's full of holes!

**H**OW WOULD YOU (YES, YOU!) DESIGN an F1 managerial game? If you're into the subject matter you'll doubtless have thought about it at one time or another – I know I have. What I'd personally do is this: first I'd make it possible from the outset to hire a computer-controlled underling to do all the managementy stuff. This would leave the player free to enjoy the other parts of the game, which would involve buying and driving loads of different sports cars (à la *The Need For Speed*); hanging out with jet-set people at parties (but with weapons, à la *Quake*); buying an island and building a really flash house (*Sim City* style); a bit of golf with Sean Connery and Nigel Mansell (*Links*); and, of course, zooming between various celebrity events in your private 'stunt jet' or helicopter (*Flight Unlimited*, *Apache Longbow*). Come race

(Below) Billy tests out his new silly-looking helmet.

(Below right) Nice suit, mate.



weekend you'd simply have the results faxed to you, wherever you happened to be. (Unless it was the Monaco Grand Prix, of course, in which case you'd be watching the proceedings from the flybridge of your 185-foot mega cruiser yacht... surrounded by loads of bikini chicks, and having a chinwag and a c&t with the Sultan of Brunei (who then gets very pissed and admits that your boat is better than his).

*Team F1*, however, doesn't take this tack at all. You actually have to work. Yes, work.

## Work? Oh no!!!

Yes, and it's damned hard work, too. *Team F1* is the sort of game in which it's sometimes wise (if you've got a crap memory) to have a notepad and pencil nearby. But I'm running ahead of myself. Instead I'm going to ease you in by starting with the game's difficulty options.

Okay, *Team F1* opens with the 1995 season and you can opt to take the managerial role of any of the teams involved. Select further options and

you can even begin the game with every single thing sorted for you – from sponsors to suppliers, from staff to drivers (and beyond). But if you're genuinely interested in playing an F1 management game, I'll hazard a guess that you'll be wanting to start with nothing. Which, of course, you can.

## That's not very realistic, though...

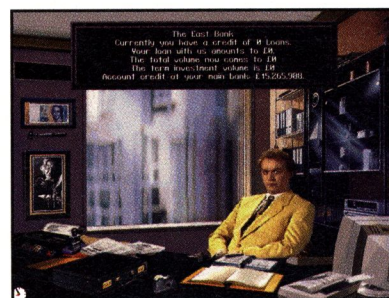
Yes, I know. After all, if I walked into my local TSB and told the manager I was intending to start an F1 team, and that all I needed from him was 20 million quid, the words in which he'd reply would rhyme with SUCK and TOFF. In the game, however, the one asset you do seem to have is the fact that you're extremely credit-worthy; and you have a choice of approachable banks, to boot. Time to muse at length, then.

But wait... While you're sitting in the sim bank like some sad bastard, poring over all the anoraky interest rates and stuff, there's a timer ticking away. *Team F1*, you see, is against the clock. EA call it their 'real-time system': a moniker which isn't strictly appropriate, because an hour passes in a matter of minutes. (The upshot being, of course, that time spent between race meetings had better be spent wisely.)

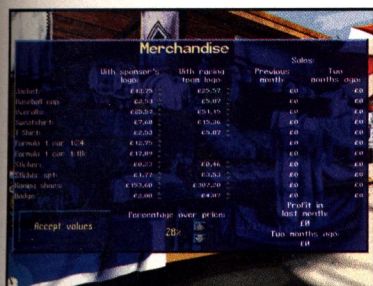
## So what do you do next?

Right, we've started the game, got a 'package' from the bank, and now it's time to click, click, click. The main game screens are static images of the inside of your office, your mechanic's workshop, your stores and so on – all with numerous hot-spots. Essentially, you navigate between these screens as you see fit, but at the very onset of *Team F1* in this 'do it all yourself mode', logistics tend to dictate the order of the proceedings (after all, you haven't even got any staff yet, let alone drivers). So, clicking on the team portrait on the wall, you bring about its enlarged full-screen image. From here you hire (and, incidentally, fire) your crew: the pen pushers, PR people, pit crew, mechanics, chief engineer and so forth. Hot-spots akimbo plus loads of profiles to go through too, and all with the clock ticking away. Still, some of these people are going to be giving you advice later in the game, so it's worth doing well.

Three 'game days' later and you've got Bob from Croydon Autos in the workshop, a PR person who looks like Peter Sutcliffe, and a pit crew who all suffer from Parkinson's Disease. Still,







who gives a toss? The fun part is about to begin. In other words you've got to choose a driver.

## Super-chin and Sour-Kraut...

Coulthard's contracted to Williams and Schumacher's contracted to Benetton, obviously (this being the 1995 season and all). You can offer them a carrot for next year if you like, but then again they may not even want to talk to you. The way to approach *Team F1* is to think of yourself as a leper. So which drivers do you attempt to attract? Easy. Other lepers. To this end you reduce the size of the mammoth driver list at the click of an icon, leaving you with only the unknown drivers. Didier Blurpleblur? Let's see. Well, he's married with five kids (not good), he's 49 (not good either), and he's never made it into a Formula One team in his life (oh dear). If I was to mention the fact that he was a millionaire and would actually pay £200,000 for the honour of a drive, would that make a difference? Not bloody likely. Next!

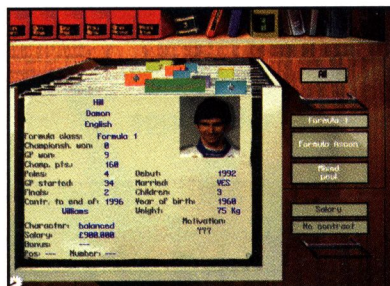
Actually I'll just quote from the manual at this point: "The drawback of the menus, especially in the transfer market, is that you have to go through a whole range of information. But sadly it's not possible to reduce this volume of information as this would simply reduce the reality of the simulation, although it would probably make the game easier to play." And that's a fact. But they have a valid point.

If I had room I'd outline all the decision menus in depth, but for the sake of finishing the review before the page ends it's probably best that I just plonk down some words...

Research and development. Spare parts. Pit crew training. Driver training. Engine testing. Wind tunnel. Office expansion. More testing. Time and motion. Sponsors. Bonuses. Holidays. Warehouse expansion. Overtime. Merchandising. Insurance. Manufacturing contracts. More testing. Clock running down. Slightly confused. Where am I? Graphs. Over-sensitive mouse. Why did my engine explode? Industrial espionage. Calendar. Gear ratios. Calendar. Try different brakes. Calendar. Refit. Calendar. Refit. Calendar. Clock. Panic. Aeroplane.

## Race weekend!

Piss! I've missed testing. Still, better to miss testing than qualifying, especially as my single car (it's so much easier



to have just the one) has qualified brilliantly (for a leper) and is going to be eighth on the grid. Yahoo! Time for another hot-spot session that takes me into the team caravan where the final 'driver talk' is on the cards. I tell him to finish in 6th place at the very least, and I then pop to the pit stop strategy screen (which is very user-friendly by the way).

There are three viewing modes for the main race: fast, medium, or slow. Select 'fast' and the computer whizzes through its calculations, giving you the final result in about ten seconds. Select 'medium' and you get a bird's-eye mini-map view of the track with dots (ie the cars) moving at the rate of about five seconds per lap. But select 'slow', and a visual treat is in store... true to life courses with abundant camera angles. Yes, that's your car. And it's got Gerhard Berger up its arse. If this was *F1GP* or *IndyCar* you could take control yourself, but it's not. You can, however, send the odd (very odd, actually) radio message. Tell your driver to pit, for example. Or to "get out of the slipstream". Strangest of all is the command "overtake the car in front". Er... but he'll be trying to do that anyway, won't he? Maybe I'm missing something. Regardless, watching races from this real-time viewpoint is cool. Until it gets boring, of course, at which point you can switch to the speeded-up overhead mini-map. It's everything that MicroProse's *Manager* wasn't, basically. (Even if the *Team F1* cars do drive on the grass occasionally, and are sometimes visible through solid structures. Oh well.)



(Above) One of the coolest features is that you can actually watch the races.

(Above left) Choose your driver from the comprehensive database.

(Above far left) Obviously stats are where it's at in this sort of thing.

## Dazed and confused

*Team F1* takes an age to get to grips with, and to begin with you often don't know why you're doing what you're doing. In fact I still don't know what I'm doing half the time. Nevertheless, when you get things right, it's a real buzz. An addictive buzz, moreover, which spurs you onto the next race. And the next. And the next.

Oh, and it's worth mentioning the in-race commentary, which is superbly duff - it's so incredibly bad it's nothing short of bloody hilarious. Top marks. And there's something else, too: *Team F1* is a German product, which made me wonder whether they'd succumbed to the obvious temptation to programme in any bias toward Michael Schumacher. After extensive tests, it would seem not. However - and I admit that this could be a total coincidence - I did notice that the Austrian drivers tended to fare rather too well. Er... Hitler was Austrian, wasn't he? **Z**

## Tech specs

**Memory:** 8Mb

**Processor:** 486DX2/66

**Graphics:** VGA, SVGA

**Sound:** All major sound cards

**Controls:** Keyboard, mouse

**Note:** 40Mb hard disk space required

## Score

# 88

**A bit fiddly and confusing, but it's worth the hard slog.**

**Price:** £39.99 **Release Date:** End of August

**Publisher:** Electronic Arts

**Tel:** 01753 549442

**GATEWAY2000**  
"You've got a friend in the business."

## The Johnny Herbert 'Custom Podium'

Whenever Johnny Herbert gains a podium position, whether it be for first, second or third position, the 'standard podium' never does him justice - due to the fact that he's a metre shorter than everyone else. To cover all eventualities the FIA should construct three custom podiums.

Fig. 1 The standard podium, with Johnny in 3rd place.

Fig. 2 The Johnny Herbert 3rd place 'custom podium'.

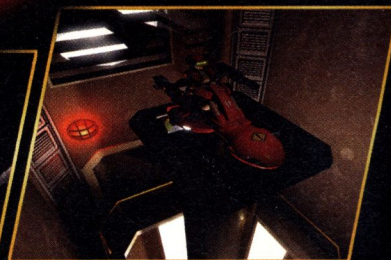


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**Play! Blam!-  
Machinehead!**  
for the ride of  
your life.



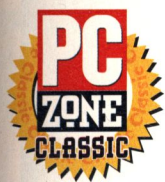
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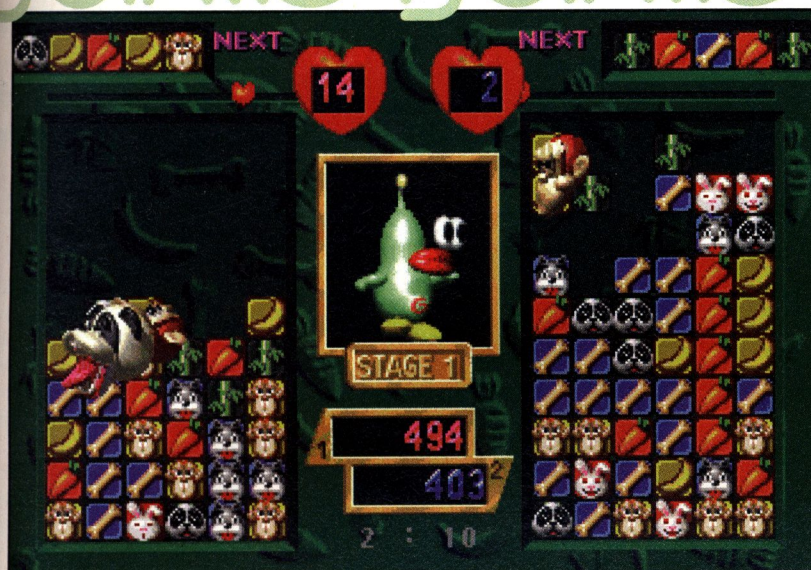




While Tarzan is under investigation for misuse of animals, **Rob Tribe** has assumed complete responsibility for the feeding of all his pets. If he'd known that being Lord of the Jungle was so much fun, he would've applied for the job a lot earlier.



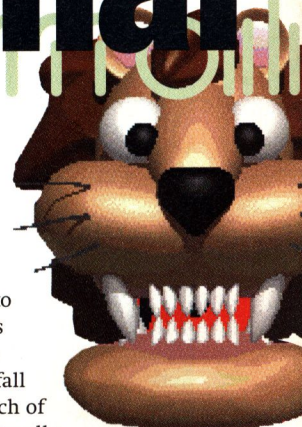
# Baku Baku Animal



(Left) Your opponent seems to have collected so many pieces that the parrot's eyes are popping out of his head. Cool.

start a chain reaction of mass mastication it's possible to cause your opponent real problems. Picture this: you drop a bone next to a dog, the dog eats it, and in doing so allows a rabbit to fall on to a whole bunch of carrots, which, naturally, it devours. This might leave space for a monkey to get at the bananas – and while all this is going on, your opponent is having awful trouble with the blocks that seem to mysteriously appear on his side; these are, of course, the ones your animals have just eaten.

It may be simple by today's standards, it may not tickle the fancy of the *Doom* generation, but it's got a kicking soundtrack, it's more addictive than cocaine and it's the best argument for having Windows 95 I've seen. **Z**



I HAVE NIGHTMARES ABOUT THIS SORT of thing – you know, giant animals materialising out of my computer and eating everything in sight. My psychiatrist told me to avoid spicy food, but he failed to mention that I should also avoid playing games where giant animals spring out of nowhere and eat food. Boy, am I gonna be in therapy for a loooong time.

*Baku Baku*, originally a Sega game developed by the team that brought us *Sega Rally*, now converted for the PC, is a superb but subtle twist on *Tetris* (which I still play on a regular basis). Instead of having to arrange different shaped blocks in mystical patterns as they fall earthward so that they disappear, you have to match a range of animals with their respective food stuffs.

For those of you that need a quick zoology refresher: pandas eat bamboo, monkeys eat bananas, dogs eat bones and rabbits eat carrots – if only ecology was this simple the world would be a happier place. For an added fun

element the dogs should really eat the rabbits as well, but the programmers seem to have left that out. Shame.

Elementary play is simple: you have to land an animal on or next to its food, the animal then spookily becomes 3D and eats the food. If you're lucky enough to have more than one of the same food items next to each other the animal will eat that too – and they never seem to lose their appetite. You can also land the food on the animals, but this depends on your own moral judgement. (I don't suppose the RSPCA will get too upset.)

## Absolutely animal

Unlike the original *Tetris* there's an added obstacle in your way – *Baku Baku* is a race against another opponent, and if you're past the age when your mates will play puerile games with you, don't worry because the computer makes a perfect second player. The idea now is to eat the food and avoid it piling up to the top of the screen before your opponent. This is where tactics come in; if you can



(Left) Rabbit heads looming out of the screen – guaranteed to scare kids.

(Far left) More scary rabbits, a good dose of myxomatosis is what's needed.

## Tech specs

**Memory:** 8Mb

**Processor:** Pentium 75 and above

**Graphics:** SVGA

**Sound:** All major sound cards

**Controls:** Keyboard

**Note:** Windows 95 required

## Score

# 90

Feeding time at the zoo, and boy, are the animals hungry.

**Price:** £29.99 **Release Date:** Out now

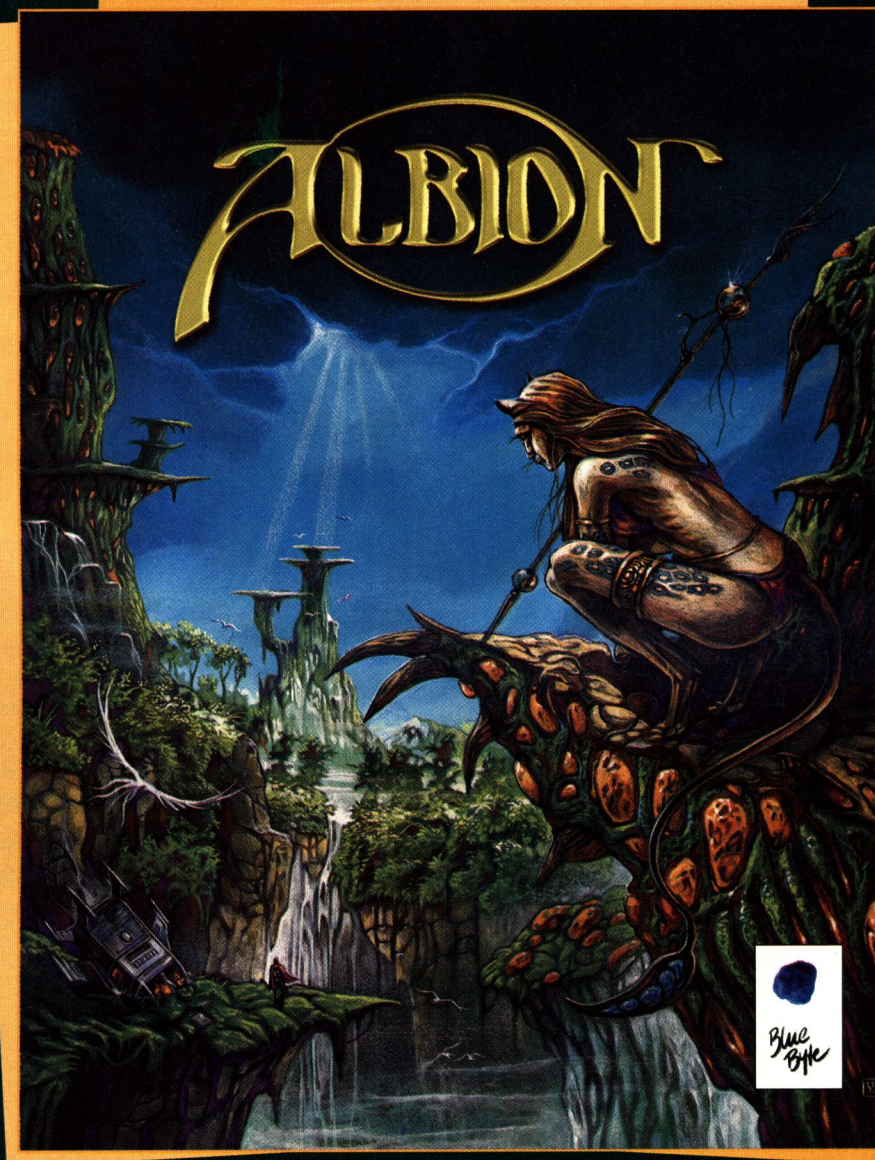
**Publisher:** Sega PC

**Tel:** 0181-995 3399

**GATEWAY2000**  
"You've got a friend in the business."



# Its only limitation is *your* imagination!



"A massive RPG set on an alien world." PC ZONE.

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"It's huge, it looks beautiful..." PC Format.

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# Battleground Waterloo

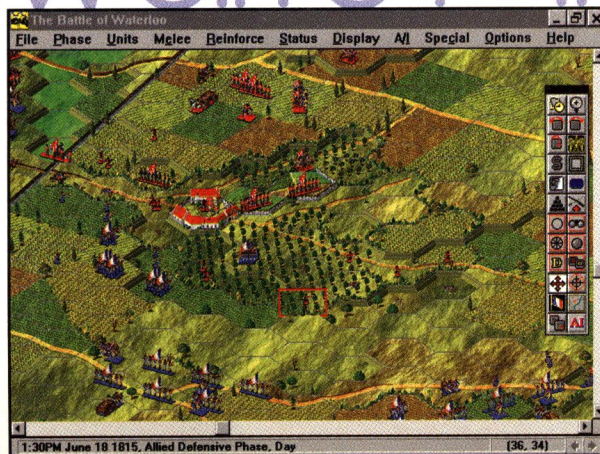
Only a reviewer struggling for an intro would crack a pathetic joke about a certain British Rail station. **Andrew Wright** deliberately steered clear of the corny gags because this is serious stuff – it's the third in Talonsoft's *Battleground* series of 3D miniature style wargames.

**Y**ES, THERE'S SOMETHING VAGUELY familiar about the name – we've reviewed numbers one and two in the series already, namely *Ardennes* and *Gettysburg*. They couldn't be more different – one has tanks and the other has bayonets – but doesn't *Waterloo* sound like a rerun of *Gettysburg*? I mean, it's the blue and the red instead of the blue and the grey, isn't it?

Actually, Talonsoft's third effort in its 'miniatures-on-your-monitor' series has quite a few enhancements. First of all, from the user perspective, there's a wider range of views, including an impressive 3D full zoom-out view so you can see the whole battlefield.

Secondly, from a wargaming point of view, there's a lot more variety in terms of unit types. Instead of just infantry and cavalry you now have light and line infantry, light and heavy cavalry, and lancers. Light infantry can send out smaller units of skirmishers à la *Sharpe* and his men – just as they would have done historically – to break up the enemy formations or to harass their enemy counterparts.

There's a whole range of realistic formations too – from ordinary line and column, to extended line (equivalent to the British two deep 'thin red line'), skirmish order and square. These do complicate the battle slightly, but it's worth it for the extra realism. The graphics look a lot snappier too, and the infantry units look more like infantry units than they did in



*Gettysburg*, thanks to the use of more figures per unit. However, they're anything but snappier when you play the full scenario – it can take quite a while to scroll around the map in 3D mode.

## Testes testes one two three

With all this in mind, you'd think we'd be getting close to perfection. Visually, the series just gets better and better. *Waterloo*'s beautifully textured landscape looks a dream close-up – it's the next best thing to playing with miniatures. Unfortunately though, the game is let down by an AI that's had a combination of a frontal lobotomy and its testicles removed. Walk your massed infantry nervously towards a line of big guns and you'd expect to get chopped into mincemeat. Not so: the AI shoots at your skirmishers, which it's got less chance of hitting anyway. And if you move

some artillery up to a strongly defended chateau or farm, you expect a barrage of lead, right? Nope – the defenders ignore you completely, firing over your head at some other target while the cannon balls grind them to dust and bone.



I've got my doubts about some of the extreme combat results, too. Charge a 200-strong enemy line with 600 top troops and you can easily lose half your men, while they take a paltry 25 casualties. Combat results like these should have been chopped.

And there's still no scenario editor. *Ardennes* had a sort of editor, *Gettysburg* didn't, and *Waterloo* bloody well should have done. You need a tiny scenario or two to get the hang of the game system and there just isn't one supplied.

Grumbles over, *Waterloo* looks a real cracker. The re-enactors on the video are great and the marching background music really is excellent. Just shrug your shoulders at some of the sillier combat results and enjoy it. **Z**

(Above) The big picture. This is what *Waterloo* looked like on 18 June 1815 from a Cessna light aircraft.

(Above right) If you can't take the AI's sillier moves, you can play head-to-head over a network or serial link.

(Right) Hey, look it's Sharpie. Can ye fire three rounds a minute, lad?



## Tech specs

**Memory:** 8Mb (more for Windows 95)

**Processor:** 486DX50

**Graphics:** SVGA

**Sound:** Windows-compatible sound cards

**Controls:** Mouse

**Note:** Windows 3.1 or 95 required



## Score

# 74

Nice face shame 'bout the AI.

**Price:** £39.99 **Release Date:** Out now

**Publisher:** Empire Interactive

**Tel:** 0181-343 7337

**GATEWAY2000**  
"You've got a friend in the business."



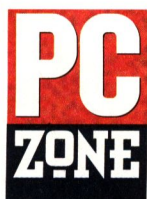
If you're still in need of a few back issues then look no further. Each issue costs £5.95 (£7.95 outside the UK). This covers postage and packing and a small storage charge. Each back issue carries at least one cover disk crammed with games. Most of these will be playable demos or shareware and are listed below. Several back issues have the HD or CD option.

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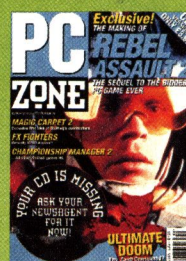
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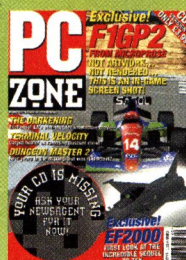
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## Here's a listing of the most recent issues



### August 95

- HD version (AW29A) Panzer General' The Complete Descent Level Editor
- CD version (AW29A/CD) Playable demos of Hi-Octane; Micro Machines 2; Dr Drago's Madcap Chase; Darker; Lemmings 3D and more.



### September 95

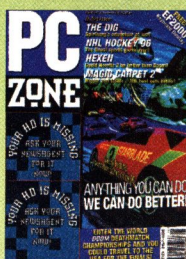
- HD version (AW30A) Ultimate Doom
- CD version (AW30A/CD) playable demos of The Duracell £50,000 Challenge; Virtual Golf; FX Fighters, Prisoner of Ice; Buried in Time; Vortex

\*\*HD version only available



### October 95

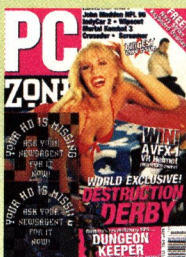
- HD version (AW31A) Threat; Cathuga
- CD version (AW31A/CD) Magic Carpet 2; Primal Rage; Prisoner of Ice; Airpower; Need for Speed; Terminal Velocity; Simitower; Picture Perfect Golf; Raven; Druid and more.



### November 95

- HD version (AW32A) Worms; The Machines
- CD version (AW32A/CD) The Dig; This Means War!; Sim Isle; MechWarrior 2; Action Soccer; Capitalism; The Machines; and the latest Ocean Software demos.

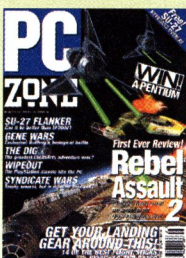
\*\*HD version only available



### December 95

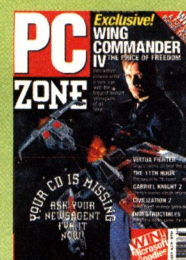
- HD version (AW33A) Su27 Flanker; Vossnet
- CD version (AW33A/CD) Hexen; Wing Commander 4; Sensible World of Soccer; Stonekeep; Mortal Kombat 3; Fatal Racing; Witchaven; Alien Odyssey and more.

\*\*HD version only available



### January 96

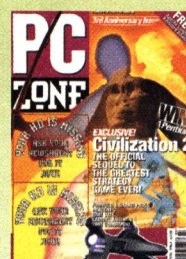
- HD version (AW34A) Battle Ground Ardennes
- CD version (AW34A/CD) NHL '96; Destruction Derby; Pro Pinball: The Web; Shell Shock; FIFA '96; IndyCar 2; Terminator: Future Shock; Trivial Pursuit; 3D Ultra Pinball and more.



### February 96

- HD version (AW35A) Screamer; Tempest 2000
- CD version (AW35A/CD) Beavis and Butt-head; Loogi; Gernie; Voodoo Lounge; The Hive; Radix; Extreme Pinball; Steel Panthers; Silent Hunter; Actua Soccer; Turrican 2 and more.

\*\*CD version only available



### March 96

- HD version (AW36A) Advanced Civilisation; Command & Conquer Editor
- CD version (AW36A/CD) Time Gate; Conquest of the New World; Return Fire; Normality Inc; Absolute Zero; Xenophore; Rayman; Pinball 95; Battle Isle 3; Direct X—Run-time and more

\*\*HD version only available

# PC ZONE BACK ISSUES



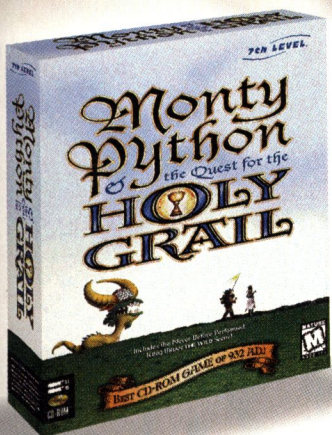


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(Above) Yeuch-ola. Here's a fabbo piccy of a woman who seems to have lost her head. And her legs. And some other bits.

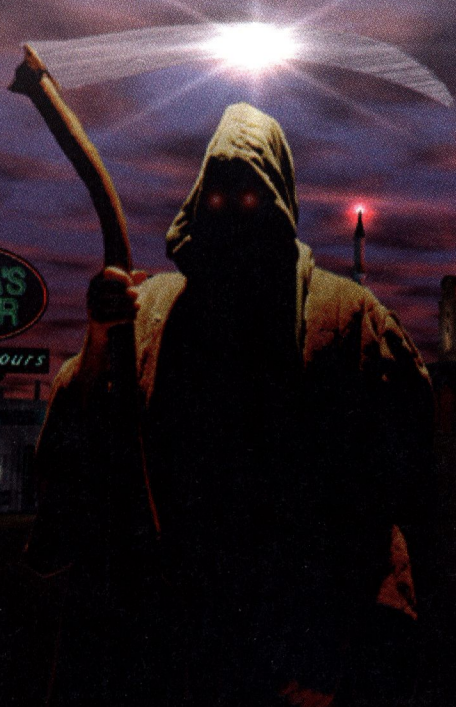
(Right) *Harvester's* schoolteacher demonstrates her rather unorthodox disciplinary methods.



**T**HIS IS THE GAME THAT CAUSED quite a stir in gaming circles about two years ago. At that time, it looked very advanced graphically, and it stood out as one of the few games to use photo-realistic imagery as opposed to computer generated artwork. That was then and this is now. We have moved on. We have been plagued with poxy interactive movies for quite some time now, and so *Harvester* doesn't have quite the impact it would have done if it had been released two years ago. In fact, compared to the latest crop of interactive movies, *Harvester* looks decidedly dated.

In some ways, however, *Harvester's* failure to be released on schedule has worked to the game's advantage. I can't remember the last time I played a 'traditional' adventure game with genuine puzzles and an engrossing plot. Despite the fact the game looks

(Below) This is the chief weirdy bloke. Scary, eh?



incredibly old-fashioned, I warmed to it immediately. It reminds me of games like *Countdown* (which to my mind is one of the best adventure games ever made) and *Darkseed*, the superb adventure which used HR Geiger's weird and wonderful artwork for its backdrops.

Perhaps the best thing about *Harvester* is the fact that it doesn't use endless video clips to make up for a lack of gameplay, unlike some games I could mention but won't (oh, alright then, *Phantasmagoria* was poo for exactly this reason). *Harvester* does have video clips in it, but they're used to link up important scenes and it works very well.

All this aside, if you're wondering whether *Harvester* will be your kind of game or not, it really depends on how strong your stomach is. If you thought *Phantasmagoria* was stomach-churning in places (and let's face it, it was), you're in for a shock when you see *Harvester*. Let me explain...

### Gore-tastic

You've probably guessed by looking at the screenshots that *Harvester* doesn't pull any punches on the visual side of things. I was genuinely repulsed at some of the scenes in the later stages of the game. The first two-thirds of the game are fairly uneventful as far as

blood and gore is concerned, but when you get near the end, the whole thing goes pear-shaped, with yeuch-ola video scenes popping up almost everywhere you go. As I mentioned earlier, if you thought *Phantasmagoria* was a bit OTT, *Harvester* will probably have you puking up all over the shop, so consider yourself warned.

For the rest of you, *Harvester* is basically a horror movie starring you as Steve, a mixed-up young fellow who wakes up in the town of Harvester with a bad case of amnesia. He tries to explain to everyone that he hasn't a clue who or where he is, but nobody believes him. Everyone he comes across

### In perspective

*Harvester* isn't quite up there with the old classics, but it's a pretty good alternative. *Phantasmagoria*, as we love saying at every opportunity, is a load of old bollocks.

#### Countdown

#### Darkseed

#### Harvester

#### Phantasmagoria

**Chris Anderson** jumps into his time machine and goes way, way back to the days when adventure games were actually fun.

# Harvester





informs him that he "always was a bit of a kiddie" which, understandably, pisses him off no end.

You spend the first part of the game snooping around and generally trying to find out what the hell's going on, and it doesn't take long before you realise that something is seriously wrong in the town. For starters, any unsuspecting wino that wanders into the town ends up dead. Also, there's a weird bloke hanging around a lodge who keeps going on about the Order of the Harvest Moon. And this underground society of weirdos is the main focus for the whole game. You have to join this lot before you can get to the bottom of what's going on in the town. In order to do so you have to complete various tasks given to you by the weird bloke in the lodge, which eventually results in your initiation into the society. Matters are further complicated by, surprise surprise, the obligatory female.

(Above) The game has combat bits to complement the puzzles. But they're a bit crap.

(Above, centre) That's you, that is. This is what happens when you cock up.

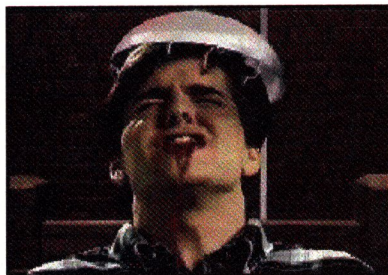
(Below) Stephanie gets her kit off. This is her main contribution to the game.

(Below right) This is a sort of maze section. With some blood.



## What are they on?

Most of the puzzles in *Harvester* can be solved with a little bit of thought, but there's one part of the game that will annoy the arse off you for bloody ages. Seeing as how I'm such a nice guy, I'm going to save you this misery by telling you that the alarm that keeps going off in your house is hidden behind the china cabinet in the front room. You have to move this cabinet with the furniture dolly to get at the thing. How were you supposed to know it was there in the first place? Beats me. Answers on a postcard please to the usual address.



## Women, eh?

Everyone you meet in the game tells you that you're meant to be getting married to someone called Stephanie. When you eventually meet her you discover that a) she has also lost her memory and has no clue who you are and b) she's been locked up in her bedroom, so a great bloody help she's going to be. I've played the game most of the way through and the silly cow is still stuck in her bedroom, so the only reason I can see for her being in the game is to provide the tacky video clips starring our Steph in suspenders and stuff. She *does* make a contribution to some extent by telling you how crap you are every time you carry out one of the spooky society's gruesome tasks. She also tells you someone's trying to kill her but I'm afraid she's out of luck because at this stage I'm trying to work out ways of killing her myself.

Annoying girlie aside, *Harvester* is a very challenging and rewarding adventure game. Apart from the main plot (ie attempt to get to the bottom of spooky goings-on without getting killed), you'll also find many sub-plots to keep you busy everywhere you turn. The puzzles are quite tricky but not impossible, and the background graphics are impressive for most of the game, although the character animations are a bit, er, shite.

If you've been brought up on a staple diet of crap interactive movies that don't require you to do anything, ever, then you won't get very far in



this game. On the other hand, if you remember classics like *Countdown* that offer a bit of a challenge and you're after more of the same, you can't go wrong with *Harvester*. **Z**

## Tech specs

Memory: 8Mb

Processor: 486DX/33

Graphics: VGA

Sound: Sound card with digital capability

Controls: Mouse

## Score

# 83

A 'proper' adventure game with bucketloads of gore. **Excellente!**

Price: £34.99 Release Date: TBC

Publisher: Virgin

Tel: 0171-368 2255



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**Virtua Fighter gets re-released again, but this time round it doesn't need a 3D graphics accelerator. Peter Davison gets grappling with his gamepad to see this version has anything new to offer.**

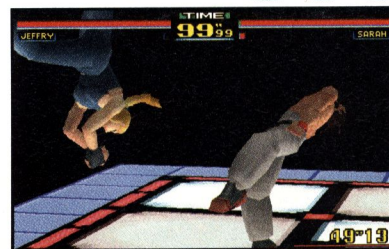


# Virtua Fighter PC



(Left) Pai's been taking tips from Culy on his chin-piston techniques.

(Right) And she flies through the air like a bird in the sky... and I wish that she was mine...



new and special, and sadly *Virtua Fighter* is lacking on both counts – we've all seen the 3D beat-the-crap-out-of-each-other action many times before.

So, to sum up, you won't find anything especially innovative or unique about *Virtua Fighter PC*. Sure, it looks amazing and it's a near-as-dammit perfect conversion of the arcade and Saturn original (and it has new texture maps to boot), but the frame rate is dreadful unless you've got a bloody fast PC. In its favour though, if you don't already have a game of this genre, at only thirty quid it's worth taking a look at this one. **Z**

**Y**OU MAY REMEMBER THAT A FEW issues ago we reviewed *Virtua Fighter Remix*, which came bundled with the Diamond Edge 3D accelerator card. It gained an extremely respectable score of 89%, but its appeal was somewhat limited by the fact that it needed a 3D accelerator board to work. As a proper standard for 3D cards has yet to be established, very few people are buying them – because they don't know *which one to get*. This is the reason only a small number of people will have experienced the PC version of *Virtua Fighter*.

Until now, that is, with the release of *Virtua Fighter* for 'ordinary' PCs which don't sport £250 3D boards. That's the good news; the bad news is that you need a real turbo-nutter ninja bastard piece of kit to get this running – Sega say that a P90 with 8MB is the *absolute minimum* required to get anything out of the beast, and recommend a P133 with 16MB for optimum performance. (But who wouldn't, eh? – Ed.)

The game looks bloody amazing. The characters are extremely detailed and the backgrounds look great in hi-res SVGA graphics. However, all this comes at a price – and one that many PC users have come to dread – Jerkovision. I tested *Virtua Fighter PC* on a P90 with 8MB (Sega's minimum spec, as I mentioned earlier) and although it was playable, it had one of the worst frame rates I've ever seen – it ran jerkily even after I'd turned all the pretty texture maps off and selected the chunky low-res option.

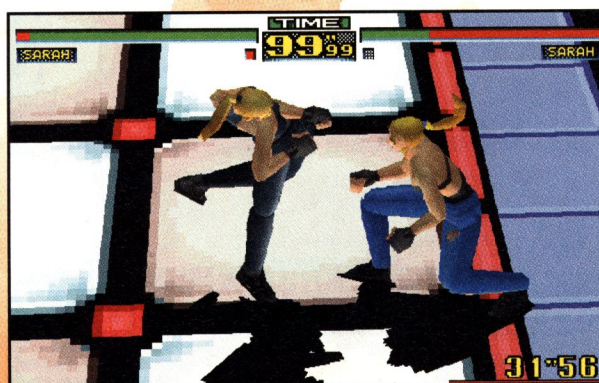
Sega have tried to get round this by providing 'Fast' and 'Smooth' modes. 'Fast' lets the game run at the same speed on any machine, whatever its spec, whereas 'Smooth' gets it running at an acceptable frame rate – although speed is sacrificed as a result. You can't win if you've got anything other than an extremely fast Pentium.

So, onto how the thing plays. There are four different ways to play, including the standard arcade and team battle modes. However, they're all basically the same: one character has to beat the crap out of the other in a given time limit.

Despite the poor frame rate the game's quite playable, but it has to be said that there's nothing particularly new about it. 3D beat 'em ups have been cropping up all over the place recently – we've seen multiple incarnations of *Virtua Fighter* and *Toshinden*, and the incredibly popular *FX Fighter*. To stand out in the crowd a game needs to offer something



(Below) Twin-tastic! It's Sarah... against Sarah.



## Tech specs

**Memory:** 8Mb (16Mb recommended)

**Processor:** Pentium 90 (P133 recommended)

**Graphics:** SVGA

**Sound:** Windows-compatible sound cards

**Controls:** Keyboard, gamepad, joystick

**Note:** Windows 95 required

## Score

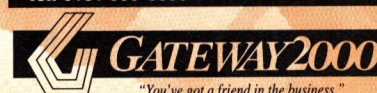
# 79

**Slow frame rate, but pretty close to the arcade version.**

**Price:** £29.99 **Release Date:** Out now

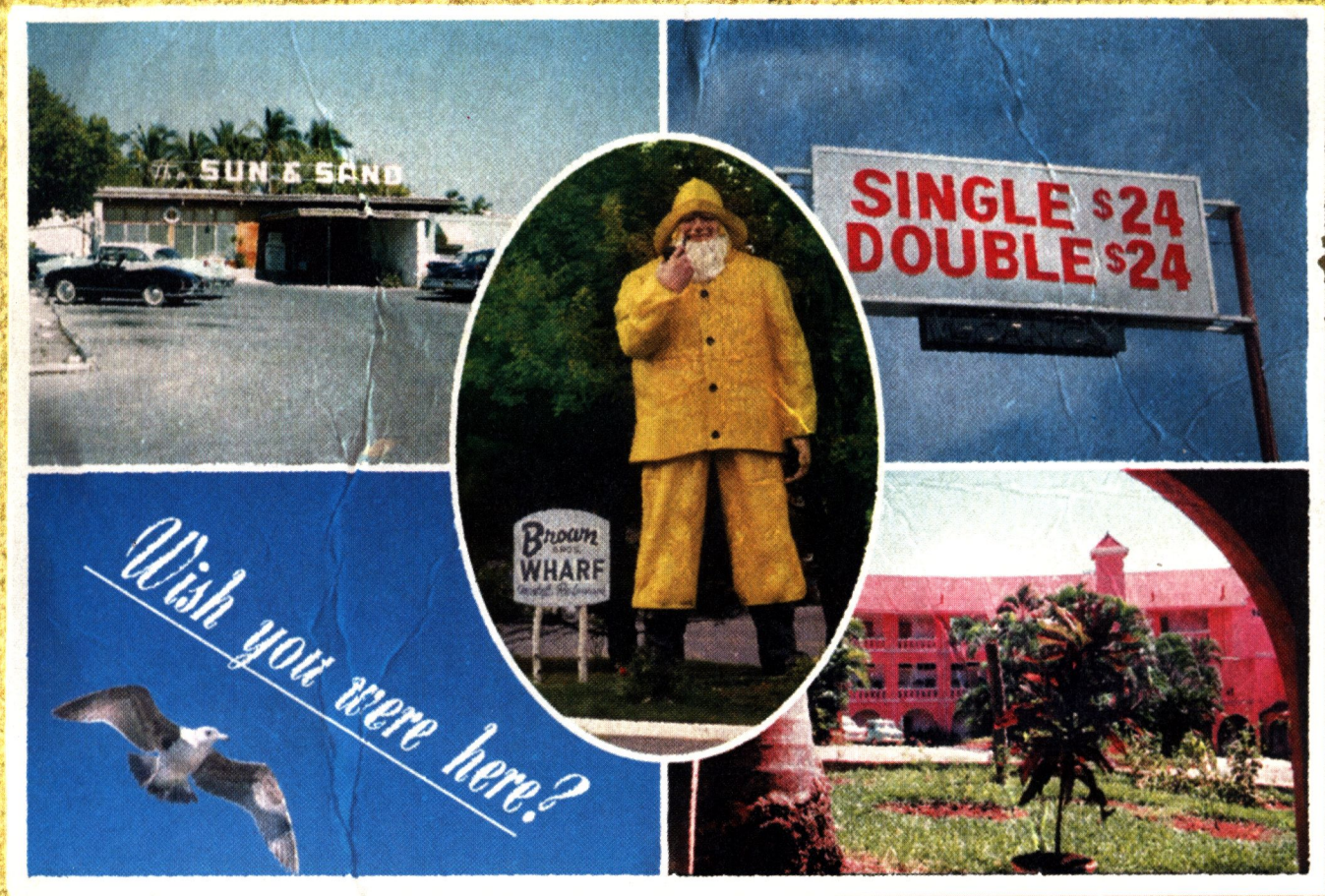
**Publisher:** Sega PC

**Tel:** 0181 995-3399

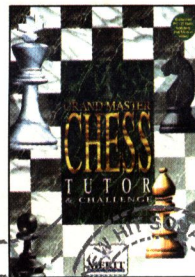
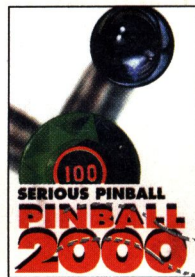
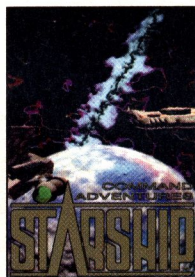
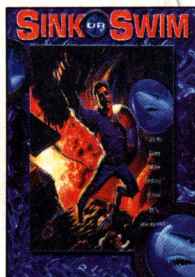
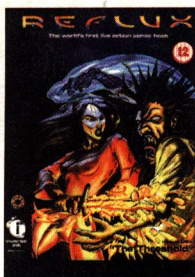
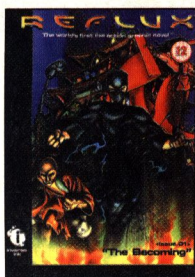




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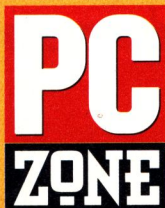
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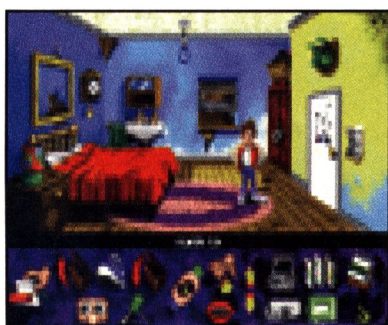
Question: Domino's specialise in which kind of popular fast food?

- ☐ Fish and chips  
☐ Hamburgers  
☐ Pizza



# PICK N MIX

Welcome, weary traveller, to this section of *PC Zone*. I'm **Charlie Brooker** and I'll be your guide for this tour. Every month we get sent a stack of games so high that if you jumped off the top of it you'd sprain your ankle or something. Anyhow, we sort through the pile like a pack of hounds, our noses frantically sniffing and snuffling in search of the elusive aroma of quality. The ones that look promising receive full, in-depth reviews. And the ones that don't? They come here. Where we beat them with sticks.



## BUD TUCKER IN 'DOUBLE TROUBLE'

**Publisher:** Merit Studios  
**Tel:** 0191-460 6060  
**Price:** £TBC

**SCORE: 62%**

*Bud Tucker* is a point-and-click adventure with bright cartoony graphics and loads of silly voice-overs – obviously 'inspired' (in the same way that forgers are 'inspired' by bank notes) by LucasArts' *Monkey Island* and its ensuing sequels. So far so good. There now follows a list of things that are wrong with it, in no particular order. 1) The lead character is a geeky American kid; 2) He says something sarcastic every time you try to do something the game won't let you do, until you feel like tying him to a chair and cutting his lips off with scissors. And then forcing him to eat some salt; 3) The game can't seem to make up its mind whether it's set in America or Britain (80 per cent of it looks and sounds British, but the remaining 20 per cent of 'Yank' content looks as if it's been hastily forced upon the game by some arsehole in the 'marketing' division); 4) The level of humour rarely rises above *Crackerjack* standards; 5) It wastes the voice talents of Rik Mayall; 6) The graphics are patchy; 7) It features some unbelievably lame impersonations of Woody Allen and Samuel L Jackson; 8) It isn't a tenth as good as *Monkey Island*, and that came out years ago; 9) Many of the puzzles are irritating and illogical; 10) You get the odd glimmer of 'what might have been' here and there – but that ain't good enough.

## CATZ

**Publisher:** PF Magic/  
Mindscape  
**Contact:**  
<http://www.pfmagic.com>  
**Price:** £14.99  
**Note:** Windows 3.1 or 95  
required

**SCORE: 80%**

The logical successor to the highly popular *Dogz*, *Catz* is one of the most charming little Windows gizmos you could wish for. The first time you run the program you're taken straight to an 'adoption screen', where you choose a kitten from the five different types on offer (ranging from timid 'Scaredy Cats' to outright bastard 'Prowlers'). Once you've made your choice (and given it a name), it's yours for keeps. It'll run around your desktop chasing balls of wool, drinking milk, hunting mice, and even getting stoned out of its mind on catnip. Just as *Dogz* sometimes exhibited eerily realistic doggy traits, *Catz* tend to be as headstrong and unpredictable as their real-life counterparts. Only the most cold-hearted psychopath could avoid getting emotionally attached to one of these electronic pets (they even grow as they get older). A complete



(Far left) *Bud Tucker*: It's not as funny as it thinks it is.

(Above) *Kick Off 96*: England versus Holland re-enacted in Crap-O-Vision.

(Below) *Catz*: Aww, ain't they cute? We absolutely love 'em here at Zone!

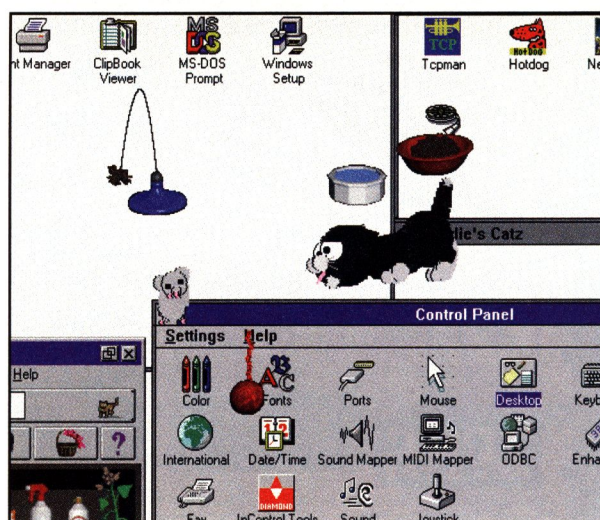
waste of processor power, disk space, and time – but that's all part of the fun, and anyway, anything that makes the white and lonely void that is Microsoft Windows seem a bit more like home deserves your attention.

## KICK OFF 96

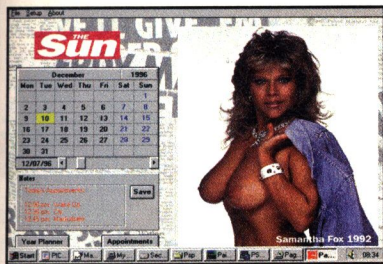
**Publisher:** Anco/VIE  
**Tel:** 0171-368 2255  
**Price:** £24.99

**SCORE: 59%**

I never really was a big *Kick Off* fan. Call me particular, but I do prefer the old 'football-glued-to-foot' style of soccer sim. I spent half my childhood trying not to dribble, so now is not the time to start. Anyway, this '96' edition of the perennial Anco boot 'em up stands more or less halfway between *FIFA* and last month's horribly dire *Onside Soccer*. It's not as good as the former, but light years ahead of the latter (mind you, so is stubbing your toe on a door frame), with crisp SVGA graphics adding to the fun. All in all, it's competent enough and mildly entertaining – but not a patch on either *Sensi* or *Actua Soccer*. Buy it only if the two leading soccer games on the market have been inexplicably discontinued, burnt in a warehouse fire, or abducted by fearsome aliens. Which, let's be honest, isn't really very likely.







### PAGE 3 CALENDAR & SCREENSAVER

**Publisher:** Carlton Interactive/News Multimedia Ltd

**Contact:** Carlton Interactive Ltd, Southampton, UK

**Price:** £TBC

**Note:** Windows 3.1 or 95 required



**SCORE: -10%**

Yes folks, your super soaraway *Sun* has come over all 'interactive' with this ground-breaking piece of multimedia knuckle-shuffling gear. Thrill! To the heady excitement of the desktop calendar! Gasp! At the 'easy to use' automatic appointments book! Masturbate Furiously! As FIFTY tacky Page 3 snapshots shimmy their way onto your screen! But seriously, this is a criminal waste of money. The calendar and appointment book are basic stripped-down affairs which wouldn't pass muster as shareware, and the photos manage to be pointlessly tame and mindlessly offensive at the same time. Of interest only to slick, hateful, laddish Estate Agents or sad spods who've never ever kissed a girl. Utter wank. Literally.

### STARFIGHTER 3000

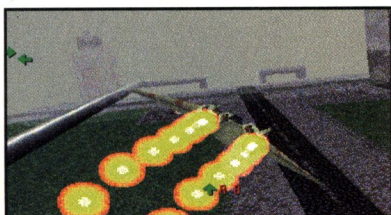
**Publisher:** Telstar

**Tel:** 01932 222232

**Price:** £TBC

**SCORE: 70%**

Telstar's PC releases have so far proved to be something of a disappointment (Putting It Mildly Ltd, 1996). This is, without a doubt, the best of the bunch. *Starfighter 3000*'s the name, and blowing things up is the game. On a fast PC the visuals are really quite smart – lots of texture-mapped polygon action and some intriguing visual effects (nice flares and smoke), although the depth of vision leaves a lot to be desired. With a joystick, it's not half bad – for about 20 minutes. Its console origins (it appeared first on the 3DO) sadly become apparent fairly early on: the gameplay is a tad basic to really cut it as a PC title. That said, if you're sick of keyboard overlays and fancy a quick bit of blasting, you could do far worse.



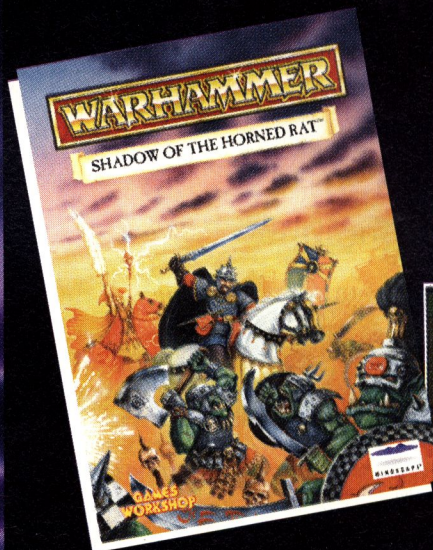
(Left) *Page 3 Calendar*: The world's first wrist development tool for Windows.

(Left) *Starfighter 3000*: A blast 'em up without 'legs'.

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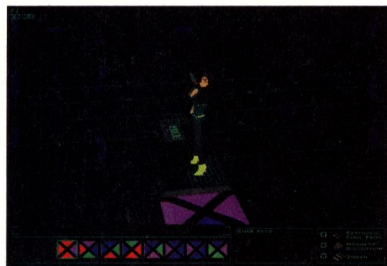
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## TRACER

**Publisher:** 7th Level  
**Tel:** 01932 355666  
**Price:** £TBC  
**Note:** Windows 95 required



**SCORE: 60%**

Weirdy puzzle time! *Tracer* is, to all intents and purposes, a fairly simple 'abstract problem' game in which you have to fiddle about with coloured blocks and navigate through a seemingly infinite range of courses, chased all the while by a scary unseen 'Tracer' virus which is trying to kill you. This being the '90s, however, it's all set in a horribly tossy kind of 'cyberspace' and liberally coated with SVGA polygon graphics. It's fairly good fun for a while, but not exactly a *Tetris* contender. Worth a gander if you're an absolute puzzle freak, though.

## URBAN RUNNER

**Publisher:** Sierra  
**Tel:** 01734 303171  
**Price:** £34.99  
**Note:** Windows 3.1 or 95 required



**SCORE: 16%**

Brilliant. *Urban Runner* heralds the dawning of a new age as far as interactive movies are concerned. A stunning French/American co-production, it makes excellent use of (dubbed) full-motion video and a superb point-and-click interface – leaving us with what is possibly the most exciting 'computerised thriller' imaginable. Your quest is to guide a gnarled Private Dick to safety through the perilous streets of Paris, continually shadowed by a ruthless assassin. Wonderfully original, and almost unbearably addictive. Buy it now... Erm... hang on just a mo' before you get your wallet out – I'm lying, of course. It's crap really. In fact, it's just like watching cable TV with a mouse in one hand – time to switch your brain off.



# Budget Games

(cut here for free badge!)

"...but do I look dishonest? No, don't walk past ladies and gentlemen, because as you know, we only deal in propah bargains here, none of yer rubbish... no, wait, ladies and gents, yes sir, especially you, sir, with the orthopaedic shoes – now, you look like you recognise a bargain when you..."

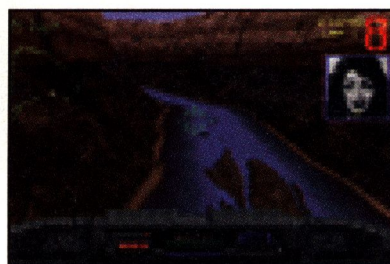


## PERFECT RACING

**Publisher:** Europress  
**Tel:** 01625 859333  
**Price:** £TBC

**SCORE: 40%**

Hmmm... strange use of the word 'perfect', if this compilation of two games is anything to go by. The first, *Network Q RAC Rally* provided some of the nicest stills of all the racing games around at the time. Unfortunately, it provided them in flick-book style during the race as well, instead of the free-running driving sensation most aficionados seem to prefer in a racing game. It was notable, however, for being the first game to feature cardboard spectators – an idea later taken up with a vengeance by Electronic Arts in their *Virtua Stadium* sports games. They were less multitudinous than EA's, but just like the real Rally fan, would stand about in the road on blind corners, hoping to go home with the tyre marks of their idols across the frontal lobes of their brain. *Cyclemania* is notable only for the aptness of its title, being a motorcycle racing game seemingly designed by programmers during a fit of Victorian-style mania. Whatever the hell that means.



(Top left) *Tracer*: Toshinden meets *Tetris*. Sort of.

(Left) *Perfect Racing*: Bending the meaning of 'perfect' somewhat...

(Left) *White Lines*: Do do it!

(Far left) *Urban Runner*: Proof that the French don't really know how to make films.

(Right) *International Tennis*: Not worth dusting down your tennis whites for.

## INTERNATIONAL TENNIS

**Publisher:** Regenerator  
**Tel:** 0161-832 6633  
**Price:** £4.99

**SCORE: 3%**

**PANTS**

Crap. Flickers like a magic lantern. And there's tennis in it.

## MATCHDAY MANAGER

**Publisher:** Regenerator  
**Tel:** 0161-832 6633  
**Price:** £4.99

**SCORE: 10%**

**PANTS**

There are football management games that are absolute classic, must-buy games, liable to get even the most PC-unfamiliar fan clicking away until the small hours. There are football management games that are bearable if you can't afford, or your machine can't run, the greats. (Actually there is only one of them, but just pretend for a minute.) And there are football management games that you buy to send to people you dislike for their birthday, and for which even extreme cheapness is no mitigation. Yup, *Matchday Manager* is one of those.

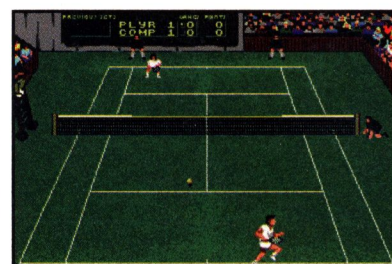
## WHITE LINES

**Publisher:** Virgin Interactive  
**Tel:** 0171-368 2255  
**Price:** £29.99

**SCORE: 90%**

**PC ZONE CLASSIC**

Ah, what golden memories the song *White Lines* brings back – leaving the Midlands forever (which is always advisable); young love in Oxfam suits, and above all, the horrors of coke – who I believe sponsor one of the leading Indycar teams. And you don't get links like that in the budget pages of lesser mags. *IndyCar Racing* is a top-notch game (already available on its own for a tenner) and has virtually everything the latest version has, apart from a few extra leaves on the trees and stuff. *Formula 1 Grand Prix*, the first version of Geoff Crammond's racing masterpiece, is also here – the second version of which will now officially be released in 2015. (Again, you can get this elsewhere on its own for £15, or with *PGA 486* and *FIFA Soccer* in another set for 35. So that makes this collection even more of a bargain.) To round off there's *Super Karts*, the PC's version of *Super Mario Karts*, which doesn't touch the sublime heights of the SNES's masterpiece, but provides fast arcade fun – and a network option, office gamers – as a break from all that serious driving.





## SLIPSTREAM 5000

**Publisher:** Gremlin  
**Tel:** 01142 753423  
**Price:** £9.99

**SCORE: 90%**

**PC  
ZONE  
CLASSIC**

While we're on the subject of PC games that are a bit like top-selling coinsole games but not quite, what should come thudding onto our desks but a copy of *Slipstream 5000*, the hovery racey game thing that's a darn sight better than the PC version of the PSX game *Wipeout*, and now costs a great deal less, uh-hu. What are you waiting for? Buy it! **Z**

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### System Shock £11.99

*Ultima Underworld* in space: big, first-person perspective viewed adventure, with total freedom of movement, loads of weapons and hours of fun/fear.

### Alone In The Dark Collection

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### Essential Collections: Flight

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1942 *Pacific Air War*, *Fleet Defender F14* and *Wings Of Glory*: three decent flight sims for the price of a pint.

### Essential Collections:

**Business** £34.99

*Transport Tycoon* is *Sim City 2000* for the transport industry, and *Theme Park* lets you make children sick. Excellent!

### Essential Collections: Sport

£34.99

*PGA Tour 486* is a superb golf game. *F1 Grand Prix* is the original version of the outstanding racing game. *FIFA Soccer* is okay, too.

### Space Hulk £11.99

Gripping strategic gameplay requiring a great tactical mind and a cool head.

### Strike Commander £11.99

Refreshingly straightforward arcade-style flight sim with decent graphics and loads of longevity, thanks to the inclusion of the extra missions.

### Formula 1 Grand Prix £14.99

Ideal if you want the classic racing game, but don't want the other stuff in the *Sport Collection* edition.

### Indiana Jones And The Fate

*Of Atlantis* £12.99

Talkie version of the thoroughbred point-and-click Indy adventure, with three ways to play.

### IndyCar Racing £9.99

Definitive, great-looking oval track racing sim, with almost everything the follow-up has, only it's cheaper.

### Power, Corruption and Lies

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Worth buying for *UFO* and *Dune 2* alone, it also includes *Fleet Defender F14* and *Beneath A Steel Sky*.

### Wing Commander II £11.99

Not as good as *WCIII* and *WCIV*, but then it runs on normal PCs and doesn't need 5GB RAM. Includes the extra missions and speech packs.

### Syndicate Plus £11.99

All of the original missions, plus the add-ons, on one CD. Extremely addictive strategic shoot 'em up that gets bloody hard later on.

### Privateer £11.99

*Wing Commander* type space-based dogfighting, with *Elite*-style trading sections. Comes with extras and speech packs.

### Sam and Max Hit The Road

£12.99

Full talkie version of the benchmark point-and-click adventure, entertaining and puzzling in equal measures. A must-buy.

### World Of Combat £29.99

Outstanding: top chopper-sim *Comanche: Armored Fist*, its tank-game equivalent; and gripping sub sim *Wolfpack*.

# SU-27 FLANKER

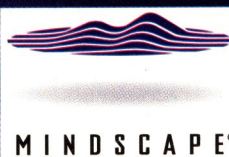


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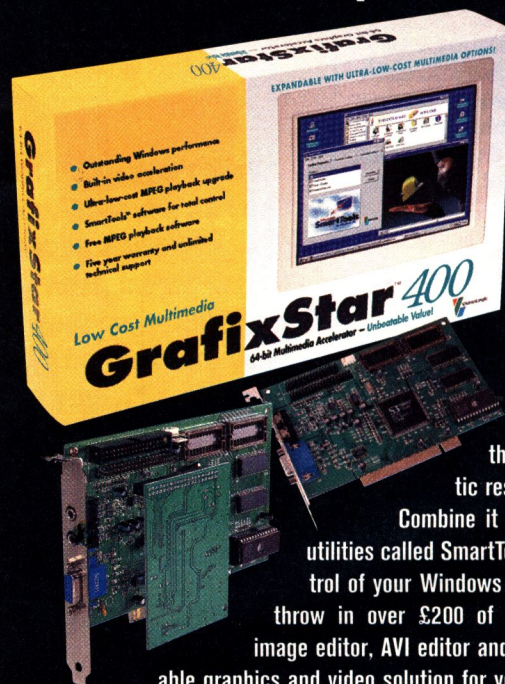
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# MEAN



## '70s multimedia

Just how did one seek the multimedia experience in the days when stereos were called *music centres*, and strategy games were called 'pontoon' and consisted of fifty-two pieces of cardboard with hearts, spades, clubs and diamonds printed on them?

### CRAP (YET STATE OF THE ART) TELLY

You fancied surfing the waves of technology? Well whoa there! BBC2 was on till *quite* late, and ITV sometimes went on as late as 12:30... *AM!!!!... IN THE MORNING!!!*

Okay, so it wasn't all bad. Gaming was in its infancy of course, but you were always guaranteed the thrills and spills of 'tennis', and/or 'squash'. (Presuming of course that you rented your set from *Radio Rentals*, and could secure your *Pong* 'gaming console' at a reasonable rate.\*)

\* Car boot sales did not as yet exist, and even if they did you couldn't get a *Pong* 'gaming console' because these babies were 'all the rage', so nobody was selling them yet, if you get my drift... maaan!





# MACHINES?

As processors got faster and able to handle more data at a time, using even more devilish trickery, manufacturers doubled things up again with the invention of quad-speed drives. Then, the powers that be decided that this still wasn't enough, and nowadays we have six- and eight-speed drives with ten and twelve-speeds on the way, and everything's getting a bit bloody silly.



## 2 Monitors

### VALUEGRAPH 417TV

The jump from a 14inch monitor to a 17incher is a major step, and you'll immediately appreciate the extra space on screen with the Nokia – especially if you use your PC for applications other than playing games. Pump the resolution up to 1024x768 and you'll still get a flicker-free 85Hz refresh rate, so your eyes won't feel like they're bleeding after a three hour *Nukem* deathmatch.

The tiny speakers, located below the front-mounted screen adjustment panel, produce a not too impressive 0.5Watts per channel, but when you're sitting directly in front of the monitor this is actually plenty loud enough. You do tend to lose the spatial stereo effect by having the speakers directly in front of you rather than to the sides, but it's unlikely you'll notice minor audio deficiencies when you're deeply engrossed reliving England's Euro 96 triumphs in *Actua Soccer*.

However, the biggest advantage of the Nokia is that it's actually a TV as well as a monitor. With a swift click of the remote control (provided gratis and containing all the necessary Teletext, mute and picture adjustment functions), you can be watching the real-life footie highlights while flicking between your own sad re-enactment.

**85** *It's bigger, better and, above all, it's a telly.*

Price: £821.00 Manufacturer: Nokia  
Tel: Imago 01635 861122

### MULTISYNC M500

This 15inch monitor may not sound much of an improvement over a standard 14inch, but it's more capable of handling an 800x600 resolution than its smaller cousins – and at a massive 108Hz, it's more than enough to please the fussiest of eyes; it can also be set to a 1024x768 resolution, although this tends to make the screen a tad cramped. However, in addition to all this it employs NEC's Cromaclear technology, which provides vastly superior picture sharpness in comparison to its rivals.

The NEC's speakers are again incorporated into the monitor surround, alongside a microphone (which you won't find with the Nokia). However, the speakers failed to match up to the quality of the ones built into the Nokia, despite the addition of a spatialiser button that claims to spread sound from the two narrowly-spaced speakers, thereby producing more of a stereo effect. Although there was no noticeable difference switching in the spatialiser, there's still enough power within the amplifier to make gameplaying worthwhile.

Overall, the M500 lacks a certain something in comparison to the Nokia – and it's not just its non-tellyness.

**70** *It's smaller, not as good and it's not a telly.*

Price: £621.00 Manufacturer: NEC  
Tel: NEC 0645 404020



## 2 Multimedia kits

### AZTECH SOUNDGALAXY VOYAGER(I)-8X

Aztech, like Creative Labs, have been in the biz for a long time, so it's no surprise that once again this kit comprises a decent wavetable sound card and some software – the only difference on paper is the CD-ROM drive, which is an eight-speed rather than six.

The sound card is the SoundGalaxy Waverider Pro 32 3D, which has 1Mb of wavetable ROM; the sounds it produces are about average for a wavetable card – in other words, sodding loads better than the hopelessly unrealistic *Dr Who* noises that a conventional card can muster. The card isn't Plug and Play, but as the IRQs can be configured from the software this isn't such a big deal. Aztech claim that the card is SoundBlaster compatible, which certainly held true for the various programs I tried it out on.

Although the CD-ROM drive spins at a pretty impressive rate of eight times, it isn't a particularly quick example of the genre (see the main feature for why), and isn't a lot quicker than Creative's six-speed.

Installation of the kit was again pretty simple, and the manual has lots of handy diagrams to show you how to connect things together (the CD-ROM drive connects either to the IDE interface on the sound card, or to one on your motherboard).

The software selection (from a gamer's perspective) is more worthwhile – a full version of *FX Fighter* (hooray!) and a CD with lots of shareware versions of things such as *Doom* and *Descent* on it (hmmm...). There's also *Compton's Interactive Encyclopaedia* (for people like the posh new family in *Brookside*).

**75** *While Aztech's kit has a slightly less weighty price-tag compared to the Creative package, the sound card isn't quite as flexible (there's no facility for adding sample RAM). It's worth bearing in mind the difference in price, especially as both the sound card and CD-ROM drive are worth having.*

Price: £249.95 Manufacturer: Aztech Tel: 01734 820840

» There are two main problems with drives that spin this fast. First, as most PCs are unable to cope with data coming in at such a rate, they have to spend a lot of time catching their breath (so to speak), thus wasting all that extra spininess. Second, the data transfer rate is one of two factors that govern how fast a drive is, and the other – access time – hasn't really improved much over the years. Most games don't spend much of their time pumping out bit wedges of data from the CD, but use small bits and pieces scattered over the disk instead. A drive's access time is the average time it takes to find each piece of data and, if this is high, you're not going to notice much difference between a quad- and eight-speed drive. The fact is, though, that as manufacturers continue to crank up speeds, waging a nice little 'mine's faster than yours' battle with each other, prices are being pushed down. With this current trend in mind, you'll probably be able to buy a thirty-seven speed drive for about £10 by the end of next week, so you might as well jump on the bandwagon.

### Sound cards – an ever briefer history

Luckily for all concerned, sound card development has proceeded in a more sensible fashion than CD-ROM drives. Basically, ignoring early efforts that produced poor and unrealistic effects, sound cards have since moved pretty smoothly from the original 8-bit mono SoundBlaster to today's infinitely superior 16-bit stereo products. Well, at least that's the digital audio bit, which is where all those sound effects come from. The music part of sound cards, on the other hand, has undergone a somewhat more radical change, with today's wavetable chips replacing the FM sounds of yesteryear. As far as games are concerned, and let's face it that's the reason you want the card, these deliver more realism to soundtracks, and that's all you need to know. Some of the slightly posher cards out there (the SoundBlaster AWE32 and Gravis UltraSound, for example) also have musician-friendly bits for uploading samples onto the card itself and doing clever things with them, but few games take advantage of this.

»



## » Will a graphics card help?

Of course there's sod all point in having lots of lovely sounds and video clips if they're not going to look very good, and this is where the trusty graphics card comes in. There have been endless discussions about graphics cards and what constitutes a good one, so let's get a few things straight. The first ones contained chips that had the sole purpose of converting the contents of their on-board memory to a signal that could be displayed by a monitor. All a program had to do to display something on the screen was write to this memory, and the card took care of the rest.

DOS games continue to use this method, and to maintain a smooth frame rate they have to do this at least 20 times per second. In the 'low-res' mode used by games, the amount of data that has to be shifted around is pretty small, and any jerkiness is usually a result of your CPU being unable to calculate what's appearing on the screen fast enough, and that's before the graphics card even gets a look in. Conclusion: don't look to a new graphics card to make *Doom* noticeably smoother.

Of course, all the decent games around nowadays provide you with the option of playing in the more desirable VGA mode. However, as an VGA screen contains four times as many pixels as the VGA equivalent, the graphics card has a lot more work to do. If you've got a P120, say, and your frame rate's still rubbish, there's a much greater chance of your graphics card being at least partly responsible. Having said that, most modern graphics cards are pretty quick, and spending £250 on a new one will still only make a small difference in percentage terms.

## 3D hardware – it's quite good

Having established that 'normal' graphics cards won't turn your 486 into a military-quality flight sim, or even a Sony PlayStation, the alternative is dedicated 3D graphics hardware. Most 3D graphics, while dead tricky, can be broken down into simpler steps that PC games carry out in software. Games programmers build these basic operations into their graphics engines, which are then carried out by your all-purpose, designed-for-doing-sums, CPU. It therefore follows that a poor CPU equals a poor frame rate.

Unless you've had your fingers jammed in your ears and your eyes shut for the past six months, you'll have heard about 3D graphics accelerator cards. These have some of the complex operations needed for decent graphics built in, which takes some of the strain off your processor. They haven't taken off yet for one very good reason: games have to be specially

written for each card, and as they're all incompatible with each other, it's no surprise that developers are waiting to see what happens. But help is on the way with Direct3D, an agreed common platform – and it shouldn't be long before we see Direct3D games on the shelves. Watch this space.

## Monitors

The latest fashion in the PC monitor world is the same as it has been for the last two years across the rest of the computer industry – multimedia. The newest models running down this particular virtual catwalk sport bits and pieces that were unavailable a mere 12 months ago, and the designers are keen to point out that it's all been done for your benefit.

It's a simple step, really; manufacturers have copied the design of the favourite front room companion – the television – and incorporated a pair of well-shielded speakers and an amplifier inside a traditional monitor casing. And there you have it – providing you've already installed a sound card, you now have a multimedia monitor.

There are two major benefits to be derived from this: less hardware cluttering your desk space, and a major decrease in the spaghetti junction behind your PC. All it takes is one lead from the back of your monitor to the sound card; that's right, no leads trailing between speakers and no need for a dedicated brick-sized power supply that won't fit into a cramped wall socket without pulling the wall down with it.

If you've already connected your speakers and amp to your PC, the tinny sounds of a multimedia monitor are not for you – but if you're still using the crap 14-inch monitor and speakers that came with your PC, read on.

## MPEG and beyond

In recent years the PC has tried to break away from its anorak image; it used to be seen as something for people who had little else to do in their spare time other than fiddle around with the guts of their computers. Thanks to increases in processor power and the applications PCs can be used for, it has since come of age and manufacturers have tried to convince us that the PC can be the perfect home entertainment system, attempting to usurp the position currently held by your TV, video and CD player.

Watching films on your PC seemed like such a great idea a couple of years ago. Problems soon arose in two areas: how to get something approaching the quality of a video picture onto a PC screen, and which format to use for storing the huge amount of data needed. To this end MPEG compression was developed by the Motion Pictures Expert Group (the video compression committee of the International Standards Organisation), and used to squeeze roughly 74 minutes of VHS quality video and 16-bit sound onto a single VideoCD.

Simply speaking, MPEG works by analysing each frame of a film, working out which parts of the picture change between frames and discarding anything that doesn't, resulting in a compression ratio of around 100:1. Early encodings on the very first VideoCDs released were appalling, with frames dropped all over the place and badly pixellated pictures, but this soon improved to an acceptable – if not perfect – standard.

Two years ago, another problem cropped up: PC processors didn't possess the necessary power to decode MPEG without a little help, usually from an MPEG card, that had to be installed inside the PC. These proved both expensive (costing as much as £400) and temperamental. Nowadays, thanks to the more powerful processors inside PCs, software MPEG decoders are commonplace (although you'll still need a P90 to get an acceptable 20-22 frames per second) and all multimedia PCs have to have either a software or hardware MPEG decoder to be compliant with the MPC3 regulations that determine what actually constitutes a multimedia PC.

But is it worth it? Is there a future for MPEG? There was a time when hordes of VideoCDs were released every month, and even a few games incorporated MPEG footage, such as *Return To Zork* and *Dragon's Lair*. Since then it's gone a bit quiet on the MPEG front. At least the need for postage stamp-sized Video for Windows or QuickTime clips should be eliminated, although they still seem to crop up on the odd CD-ROM here and there.

Some people believe that the future will move away from MPEG and into the realms of MPEG2 and DVD-ROM. DVD is a new high-density CD format, double-sided and capable of storing nearly 5MB of data per side – eight times more than usual CD-ROMs. MPEG2 digital video also appears in new standards such as DVB, the European digital broadcasting standard. However, to read DVDs you'll need a dedicated DVD player, which is going to set you back a few hundred pounds – and that's when they're available.

To take full advantage of the MPC3 regulations it's likely that more MPEG software will be released once the vast majority of PC owners can reap the benefits of it – and only time will tell. **Z**



## Sound cards revisited

Regular readers will know that we review all the best sound cards as soon as they come within an inch of our gaze, so if you're in the market for a new one and are a tad bewildered by what's on offer, here's a round-up of our favourites from the past few issues.

## SOUNDBLASTER AWE32 PNP

The Plug and Play version of Creative's flagship card.

**90** "The best all-round sound card for the gamer and skint musician." (Issue 38/May 1996)

Price: £209.99 Manufacturer: Creative Labs Tel: 01734 344744



## GRAVIS ULTRASOUND PRO

A re-vamped Plug and Play version of the only card to seriously challenge the AWE32 for features.

**85** "Not as friendly as other cards. Worth checking out if you're after the best." (Issue 39/June 1996)

Price: £180.00 Manufacturer: Leisuresoft Tel: 01604 768711



## REVEAL WAVEXTREME 32

A sub-£100 Plug and Play wavetable card.

**90** "A great budget wavetable card that'll banish all those FM blues." (Issue 39/June 1996)

Price: £79.00 Manufacturer: Reveal Computer Products Tel: 0181-845 7400



## YAMAHA DB50XG

A daughtercard that slots into a WaveBlaster socket to give you loads better General MIDI sound.

**85** "An excellent way of both making music and tarting up your games." (Issue 40/July 1996)

Price: £116.00 Manufacturer: Yamaha Kemble Tel: 01908 366700





# INTERACTIVE MAGIC PRESENTS

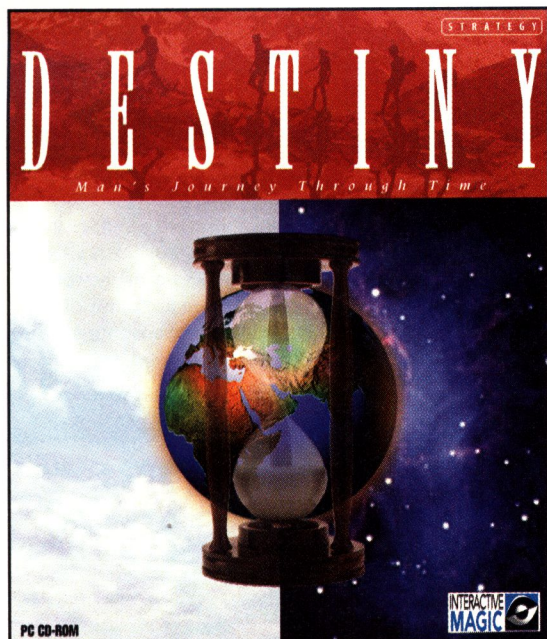
# DESTINY

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In Civilization® and SimCity®, you had a taste of playing God.  
And it was good...Now you're ready to be God.  
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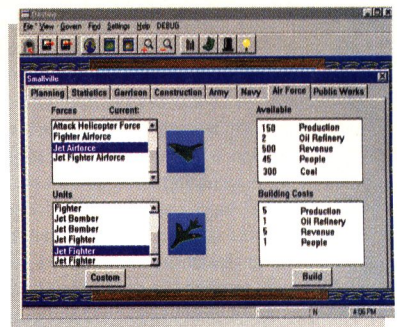
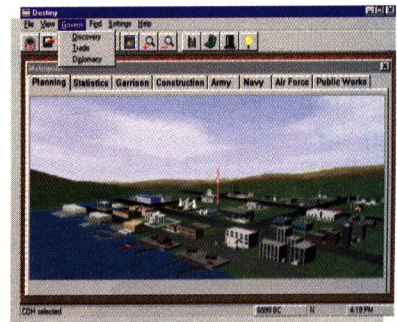
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# ATI 3D XPRESSION

**More 3D accelerator adventures for Dave Mathieson as he continues his relentless quest for the mighty Smoother-upper of Frame Rates.**

**A**S WE'RE ALWAYS TELLING YOU, 3D graphics are about the single hardest thing that your computer will come across during its brief reign as your best friend. In computing terms, of course, 'hard' simply means 'likely to be done slowly', which of course brings us face to face once more with our old chum Mr S Frame Rate.

Personally, there's nothing more annoying than playing a game endowed with lovely svGA graphics and texture-mapped Gouraud stuff only to have it update at a paltry one frame per second – you're then left to cry into your beer bemoaning the fact that any sense of reality has been totally destroyed and all the pretty stuff rendered useless. After all, if Real Life's frame rate suddenly dropped, you'd fall over, be sick or suffer other potentially obnoxious consequences pretty damn quick. On the other hand, if you get something in your eye or you're a bit short-sighted (the equivalent of having a lower resolution), it's a bit of a bummer; you might have trouble recognising people at a distance, or reading, but otherwise life carries on more or less as normal. Therefore, to sum up, having a decent frame rate is more desirable than lots of hi-res prettiness (good argument, huh?).

There are basically three things you can do to have your Decent-Frame-Rate-and-High-Detail cake and eat it.

Firstly, you can buy a new PC, which is a bit pricey. Secondly, you can buy a faster graphics card, more RAM, a super-speedy CD-ROM drive or go for some other similar upgrade. While such options do help, they don't make as much difference as you might think. Thirdly, you can buy one of these new-fangled 3D accelerator cards.

## Mix 'n' match?

In common with the Diamond Stealth 3D 2000 reviewed in last month's *Zone*, the ATI 3D XPRESSION works because it contains specially optimised chips for carrying out the calculations used in 3D graphics, which are the same ones that give your PC's processor so much trouble. The single biggest problem with this approach is that such cards will only work with games which have been specially designed for them, and have no effect whatsoever on any that aren't (sorry if we keep going on about this, but it's unlikely that manufacturers are going to draw attention to it by printing it in huge letters on the box their card comes in). However, the XPRESSION's support for Microsoft's Direct3D should ensure that the range of compatible titles will be much broader.

## Frame rate city

However, the 3D XPRESSION at least gives you something to get your teeth into, as it comes bundled with versions of *MechWarrior 2*, *Assault Rigs*, *Wipeout* and the fab *Actua Soccer*. The biggest problem we face when reviewing these cards is that there's no way of comparing their 3D abilities with each other, since there's no one game that's been optimised for them all – put simply it means that we can't do a Doom frame rate test type thingie and give you nice

scientific numbers.

What this is all leading up to is the fact that the bundled games aren't particularly impressive. While they all undoubtedly look better and faster than their unaccelerated cousins, we're still not talking arcade quality and the frame rates are nothing to shout about. The problem is that on paper the 3D XPRESSION has very similar capabilities to the Diamond Stealth, which came with an impressively smooth version of *Descent 2*. Unfortunately the same can't be said for the ATI card, which seems to have been let down by a badly-ported set of games. However, once developers get their act together things should improve noticeably.

Where the ATI definitely does score, however, is as a conventional 2D graphics card, which is no surprise given the company's pedigree. While its performance doesn't quite match Matrox Millennium standards, it comes pretty close; it's also a lot cheaper, so if your PC is still sporting the bog standard card that it originally came with, it would definitely be worth considering flashing your cash at the 3D XPRESSION.

While it's a bit harsh to judge this card solely on the bundled software, there's not a lot else to go on in terms of assessing its 3D abilities, apart from the hardware spec, which does look impressive. In common with all 3D cards, however, it's probably worth waiting until there are more titles available which take advantage of it before forking out. **Z**

## Score

# 79

**A good 2D card with decent-looking 3D hardware which is sadly let down by unimpressive software.**

**Price:** £199.75 **Release Date:** Out now  
**Manufacturer:** ATI  
**Tel:** 01235 833666

**GATEWAY2000**  
"You've got a friend in the business."

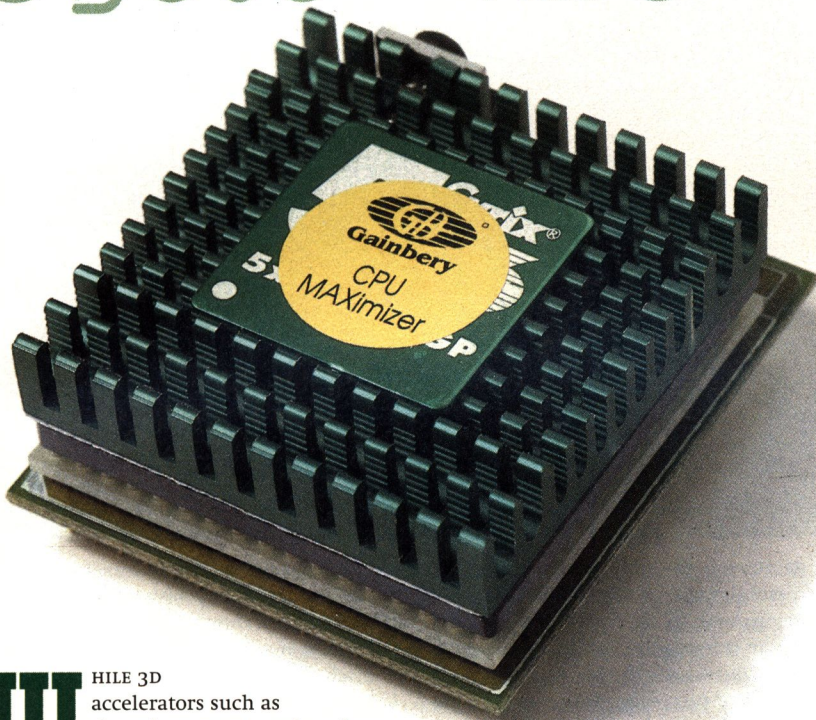






# Gainbery CPU MAXimizer GB586-120

Oh dear... the foreign coins and sweetie wrappers nesting in your wallet won't buy you the super shiny Pentium you're lusting after, so it looks like you're stuck with your 486. Want something faster? **Dave Mathleson** might have the answer...



**W**HILE 3D accelerators such as the ATI XPRESSION reviewed on the previous page promise to bring near-arcade quality graphics to PCs, there are plenty of you out there with slow 486s who'd be quite happy with not completely-crap quality graphics. If that applies to you, read on, because there are a couple of good reasons why 3D cards are pretty useless to a 486 owner.

Firstly, they're all PCI cards (apart from the Creative Labs 3D Blaster) and the vast majority of 486 PCs have VESA Local Bus slots. Secondly, 3D cards only work in high resolutions (640x480 and above). A screen at this resolution contains four times as many pixels as the low-res graphics used by most DOS games, and shifting this much data around is beyond everything but the fastest 486 (with a couple of exceptions, even the fastest hi-res games still appear pretty jerky on a P100). This means that before buying a 3D card, you'll need a Pentium to start with to get any real benefits.

If you want a decent frame rate from the likes of *Doom*, *Quake* and *Duke 3D*, the only thing that can really help is a speedy CPU. With this in mind, Intel introduced a range of OverDrive processors for people who wanted to make their machines faster, and since then the market for CPU upgrades has opened up considerably. Gainbery are the latest to join in, with the launch of a new range of upgrades designed to speed up everything from a 486 to the slow Pentiums.

## Mean mothers

The chip on test here, the GB586-120, is designed to work with any 486 motherboard capable of being clocked at 40MHz. Very briefly, 486sx and dx machines have a motherboard clocked at the same speed as the CPU, while dx2 and dx4s are clock-doubled and tripled respectively (this means that the CPU

runs at a comparatively faster rate than the motherboard); hence a 486dx2/66 has a motherboard speed of 33MHz, for example. Most modern motherboards can be 'clocked' at different speeds, but a word of warning - if you change this without changing your CPU, you'll be over-clocking it, and you might bugger things up. However, don't worry if your motherboard doesn't go up to 40MHz, as Gainbery have other versions on offer.

## Speed demon?

Installation couldn't be simpler (as long as you haven't got the shakes) as all you have to do is remove your old CPU, and bung the new one in its place. The chip on test here is in fact a Cyrix design, and runs at 120MHz. This isn't equivalent to a Pentium 120, though, for a variety of reasons, but performance is definitely good enough to pump those all-important frame rates right up to (slower) Pentium levels.

Since the GB586-120 is such a simple product, it's quite hard to give it a rating. All I can say, though, is that if you need more speed, buying a CPU upgrade such as the GB586-120 is the only guaranteed way to speed things up. **Z**

## Score

# 83

The only foolproof way to speed up an old 486.

**Price:** £176.25 **Release Date:** Out now  
**Manufacturer:** The Prospect Organisation  
**Tel:** 01833 628444

**GATEWAY2000**  
"You've got a friend in the business."



ZONE

# ON-LINE

**This month:  
the first  
*Quake*  
servers,  
eight-player  
*Descent* and  
*Hexen*,  
*Warcraft 2*  
and *Strife* –  
all but a  
phone bill  
away from  
your  
modem.**

(Right) Scrap! Scrap!  
Scrap! An ogre makes  
short shrift of a zombie.



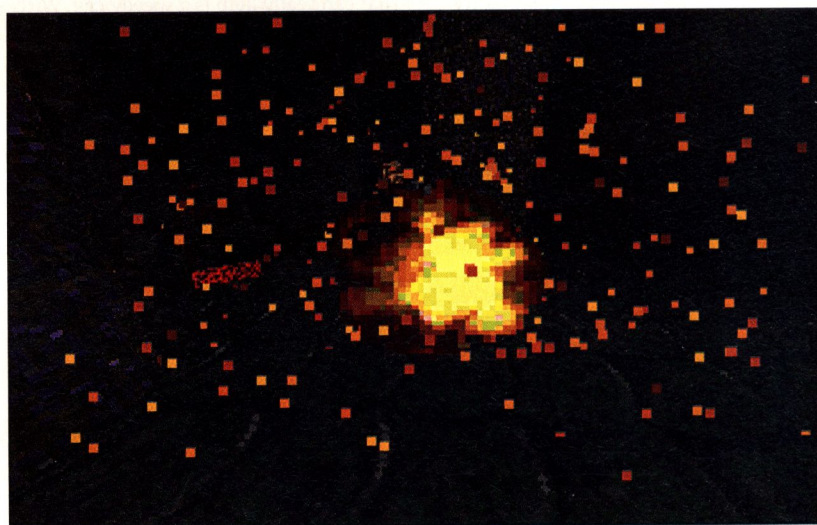
**J**UST WHEN YOU THOUGHT THAT most versatile of conversational topics – Multi-player Modem Gaming – couldn't pull you any more girls, earn you any more money, and make you the life and soul of any more parties, along comes a month of utter and total innovation. Yes, a tidal wave of revisionist happenstance has overcome the modem gaming community. Not only has the past month seen eight-player *Hexen* (woo), eight-player *Descent* and *Descent 2* (wow), eight-player *Warcraft 2* (gosh), but at last and finally the appearance of the most awaited multi-player game of the millennium – *Quake* (sp-sp-spooge).

## QUAKE

Alarm bells did ring. The world's tectonic plates shifted an inch as every girlfriend in the world stamped their feet in simultaneous anguish as their partners 'disappeared' into the cavernous delinquency of *Quake*. If you've played the shareware version on last month's cover disc, you'll know why we've been a-fussing and a-chomping the bit in anticipation of *Quake's* arrival. Oh, what's that? The single-player

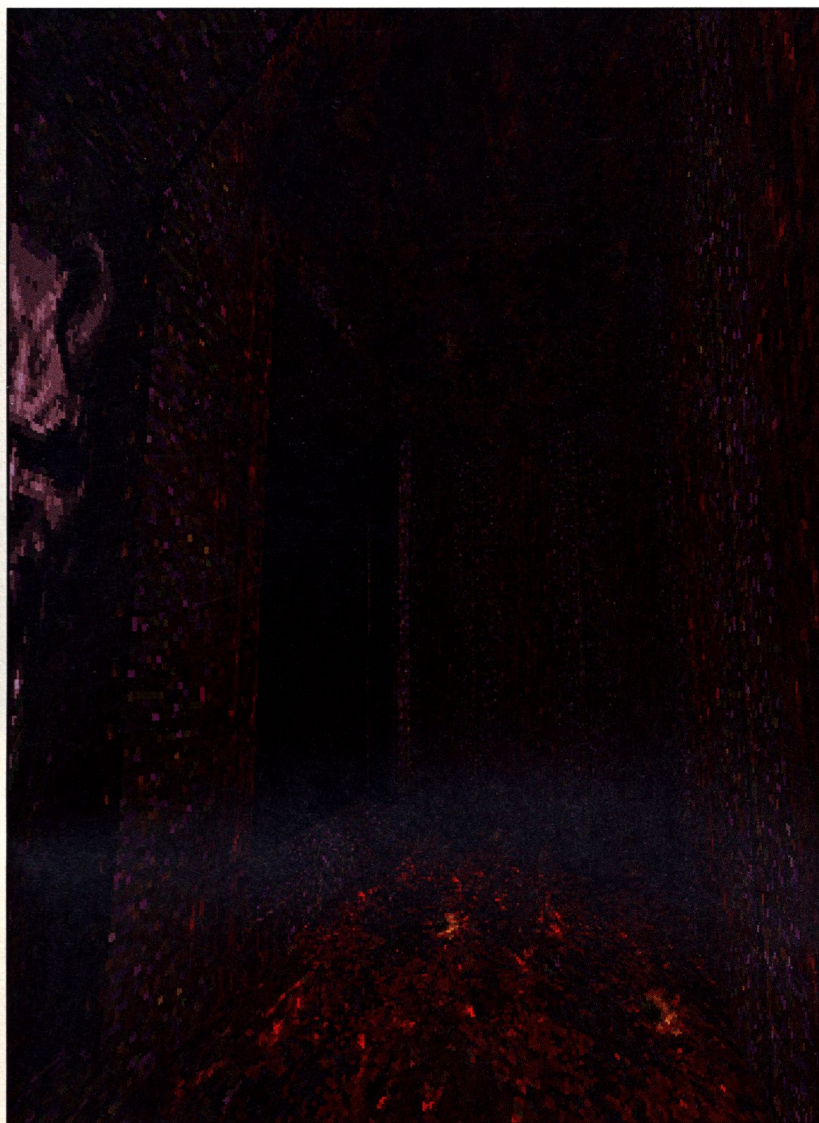
game's a little monotonous and not dissimilar to a certain game which begins with 'd', ends with 'm' and has 'oo' in the middle? Pardon? The engine rocks but what's the big deal? "I'm sorry sir," (we reply), "you seem to have been a little mislead." Nobody was really planning to fire-extinguisher over *Quake* single-player gameplay. We were all awaiting, biting our nails down to the wrists, *Quake* multi-player.

It was released. We downloaded it, our hands slippery with the slaver of expectation. Drool streamed from the corners of our mouths. A frothy white discharge leaked from our eyes and armpits. *Quake* was here! *Quake* was here! We played it on our local IPX network – and oh, was it awesome. Fully polygonised characters. Unbelievable screams and gargling, drowning players. Bloods, guts, gibs and gore. Then we



\* Techie note: a ping is the time it takes your signal to reach the server and bounce back. The lower the ping, the better. Pings under 200 milliseconds are acceptable, but anything higher than 400ms is stretching it. Some people can get pings of around 7000ms, which is seen seconds. Not good when you're strafing to avoid a rocket.





(Left) Sod this, I'm not going in there. It's dark and scary.

came to play it direct on the modem and it all went horribly wrong.

Modem play was shite.

Because of the way *Quake* worked – with a client/server set-up – it seemed that a modem game produced unbearable 'latency' for the person dialling in. The person hosting the game (the server) had an incredibly smooth game, while the client had a rather jerkvision experience, often with a half-second delayed response from the controls. Some people were not impressed. Some people were suicidal. Some people cried like girls and ran around in circles. We were all depressed.

But then – a ray of hope. Everyone's favourite provider, CIX (Compulink Information Exchange, if you like), decided to run a quick beta test of a dial-in *Quake* Server. Yes, with your Internet account you could... (warning: things start to get complicated here) ...simply whop in the IP address (in this case 194.153.1.2), using a dial-up TCP/IP network under Windows 95, and enter an on-going *Quake* game with a zillion players (well, ten or so).

All around the country – usually at universities – *Quake* servers rose and fell.

CIX's was initially run on a crappy 486DX2, but was soon upgraded to a Pentium 150 as the idea caught on and a thousand people tried to play. Unfortunately, normal Internet users were soon banned to stop their god-awful 'ping' (explained on previous page) times from ruining the game for everyone else. Now, only CIX Internet account holders can use the *Quake* server. You may have a conferencing account (ie the one we're promoting in *On-Line*) but this is not enough. We will repeat: you need a CIX Internet account to log onto the server. We've got one and we can safely say we are more or less vomiting buckets of excited drool.

You may be disappointed with *Quake*. You may be frustrated by its crappy modem support. You may think Deathmatch 2.0 rules suck and that the players are way too tough and take way too many shotgun hits to die. You may also think the game is about weapon superiority and who can grab the *Quake* power and Pentagram of Protection first. You may be right. But we say, try an 11-player deathmatch before you make up your mind. We'll report back next month on how the CIX server plays.

**CIX: 0181-296 9666**



## Multi-player BBS

**MULTIPLAY**  
**0181-900 1266**  
**(MIDDLESEX/LONDON)**

**GAMESNET**  
**0171-460 0515**  
**(LONDON)**

**FOREST II**  
**0161-950 9600**  
**(BIRMINGHAM)**

**MAYHEM**  
**01698 888080**  
**(GLASGOW)**

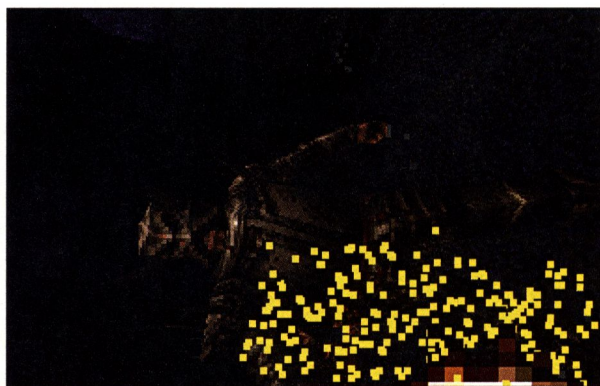
**GAMESNET**  
**01222 362361**  
**(CARDIFF)**

To play games on most of these BBSs you'll need a program called SIRD00M.EXE, a terminal/front end to be found on our cover disc in the ONLINE directory. If you fancy toying with MultiPlay however, you'll need to unzip SD00M36.ZIP – the latest version. MultiPlay have upgraded their system and you'll need this to play anything.

## OCTAPLAY

Sirius Software (see, it's a kind of American humoured pun on a sci-fi name and 'serious') have upgraded their Games Connection software for BBSs this month. The offshoot of this, for gaming folk, is that eight-player games are now possible over a modem. Ravensoft have released a patch for *Hexen* providing eight-player support, so that's in. *Descent* and *Descent 2* were already 'octa-compatible' so you can do those too. *Warcraft 2* – that sword and sorcery C&C – is also supported, as is the dodgy and disputable attractions of *Strife*, a *Doom*-clone (using the *Doom* engine) set in a gritty 20th century locale, and sporting all manner of 'characters' and 'talky bits'. *Strife* kinda shot itself in the foot when it first appeared in its shareware incarnation, ignoring the fact that most people only tolerate *Doom* because of its multi-player

(Below) A Hell Knight decides it's Minced Marine for dinner tonight. Yum.







## Duke and The Web

"Where is it?" we ask in our worst *Duke Nukem* accent. If there's anything worse than somebody who prefers *Duke* over *Quake*, it's somebody who prefers *Duke* over *Quake* and spends his day shouting, in a pathetic gravelly voice, "Don't have time to play with myself" or "Those alien bastards are gonna pay for shooting up my ride." If you're of this ilk and have yet to succumb to the eerie pleasures of the 'Q' game, then this list of *Nukem* nuggets and *Duke* doobies will be right up your alley.

The Web is alive with the sound of people doing sad *Duke Nukem* impressions, backed up with a veritable wealth of *Duke* pages. Some are good, some are cack – some are even so far below cack they're on a par with that weird kind of purple and green slurry that comes out of the bottoms of young children. If you have a Web browser, your main crutches will be 3D Realm's official *Duke 3D* page (<http://www.3drealms.com/duke3d.html>) which we had a look at in last issue's *On-Line*, complete with its development-o-cam, a 'real-time' lens pointed at the programmer's toilet or something.

The best search engine for locating the best *Duke* pages must be Yahoo's. Try typing this chunky URL into Netscape:

[http://www.yahoo.com/recreation/games/computer\\_games/titles/duke\\_nukem\\_3D/index.html](http://www.yahoo.com/recreation/games/computer_games/titles/duke_nukem_3D/index.html). Here you'll find some animated GIFs (wool!), *Duke* noises (wahay!), loads of info (gosh!) and even more links (joy!).

### WHAT YOU WAITING FOR? CHRISTMAS?

You'll find EchoGamesPhones on the 3D Realms Web page. It's a program which replaces the serial driver in your game (choose from *Doom*, *Doom 2*, *Ultimate Doom* and *Duke Nukem*) and allows voice communication during gameplay. If you've got a SoundBlaster 16 or AWE32 with a microphone and a fastish PC then you too can safely insult your hundreds-of-miles-away-and-therefore-unlikely-to-break-your-face-open-with-a-bottle opponent, and pummel him with rockets and taunt him with things like "Behind you!". You'll find a demo version of EchoGamesPhones in the ONLINE directory this month, but it's been time-limited to five minutes. That, as they say, is a bummer.

### HUH, TERMINATED

Of course, the one big innovation shipped with *Duke* was Build, the custom-level designer and program designed to turn your brain into hot fudge. Experienced WAD builders and 3D people have had little problem adapting to the vertices and sectors of the *Duke* engine, but newbies and thick people have been having all sorts of problems constructed their own little deathmatch domiciles. The documentation is poor, the interface is old-fashioned and unintuitive – and it looks like crap. But, luckily and in the spirit of 'El Net' (as it's known in Spain and certain Latin American states), numerous kind-hearted people have been toiling away to build the definite FAQ (Frequently Asked Questions or Fanny Asked Quentin – we can never remember quite what it means) for building. You'll come across every FAQing FAQ we've been able to find in the ONLINE directory of this month's cover CD.

### WANNA DANCE?

And natch, to cap a fruitful month of downloading on your behalf, we've grabbed a bunch of new and improved levels, and sprinkled a few utilities and helpful programs to aid your enjoyment. Take a browse through the ONLINE directory on the CD to examine the following files:

#### EC20BETA.ZIP

This is the world-famous EditCon utility which allows you to customise every variable in the *Nukem* world, including player items, weapons and enemies.

#### DE3.ZIP

Useful little 'applet' allowing you to switch between Build and *Duke 3D*.

#### DCS50.ZIP

Handy, do everything front-end.

If you fancy sourcing and downloading all this stuff yourself, then feel free to explore the aforementioned Web sites, the ACTIONGAMES forum of CompuServe, or alt.binaries.duke3d on Usenet.



option. It disabled its network options, leaving itself completely redundant. Doh.

*Warcraft 2* is a popular choice, providing a far smoother and more intelligent ride than *Doom*, but as yet there is no support for *Duke Nukem*, a game which can split ribs and rupture bowels with the sheer hilarity of its eight-player option. You can play head-to-head on the system, but for a faster, smoother game, you're better off logging on and cruising, hoping to pick up an unwittingly *Nukem* partner for a direct game.

Currently this new octa-biased system is only implemented on Multiplay BBS. To make friends with the new set-up, you'll need Sirdoom 3.6, which can be found on this month's CD in the ONLINE directory. The other BBSs are likely to follow suit soon. (NB: To take part in a game with more than four players you'll need a 28.8k modem.)

**Multiplay BBS: 0181-900 1266**

## KALI

Meanwhile, if twatting Americans is more your 'thang', then you may well be interested in a games system called Kali, as adopted by the long-standing Gamesnet BBS. Similar to – well, similar to nothing else really – Kali runs from a standard Internet or IP account (with Demon, cix, Gamesnet or whatever) and with a lump of specialist software, either under Windows 95 or DOS. You can log into various Kali servers around the world to play a massive range of games, including *C&C*, *Descent*, *Screamer*, *Witchaven*, *Hexen*, *Comanche*, *SuperKarts* and *Duke Nukem 3D*. *Descent 2* – configured as it is for the often rubbishy throughput of the Net – is very popular, as is *Duke* and *C&C*. Log onto Gamesnet this month for a 30-day free trial and





(Left) Er, it's a room.  
A big room. Gosh.

(Above) Herbert loved  
scaring the shit out  
of his friends with his  
'magic lump behind  
a sheet' trick.

full Internet access (as well as Games  
Connection *Doom* and *Doom 2*).

**Gamesnet: 0171-460 0515**

## BT FAMILY DISCOUNT

As you may have seen the dewflapped  
Bob Hoskins bleating on about on tv,  
BT have gone and made their 'Family &  
Friends' service free. This means you  
can nominate your five most dialled  
numbers and get 10 per cent off all  
calls made to those numbers. Top of the  
Pops, eh? But as we modem gamers have  
neither family nor friends (having  
alienated them a long time ago with  
our massive phone bills and personal  
hygiene problems), it means we can  
allocate our five most dialled games  
servers. Yours too can read like this:

1. Doom Server

2. Doom Server
3. Doom Server
4. Doom Server
5. Doom Server

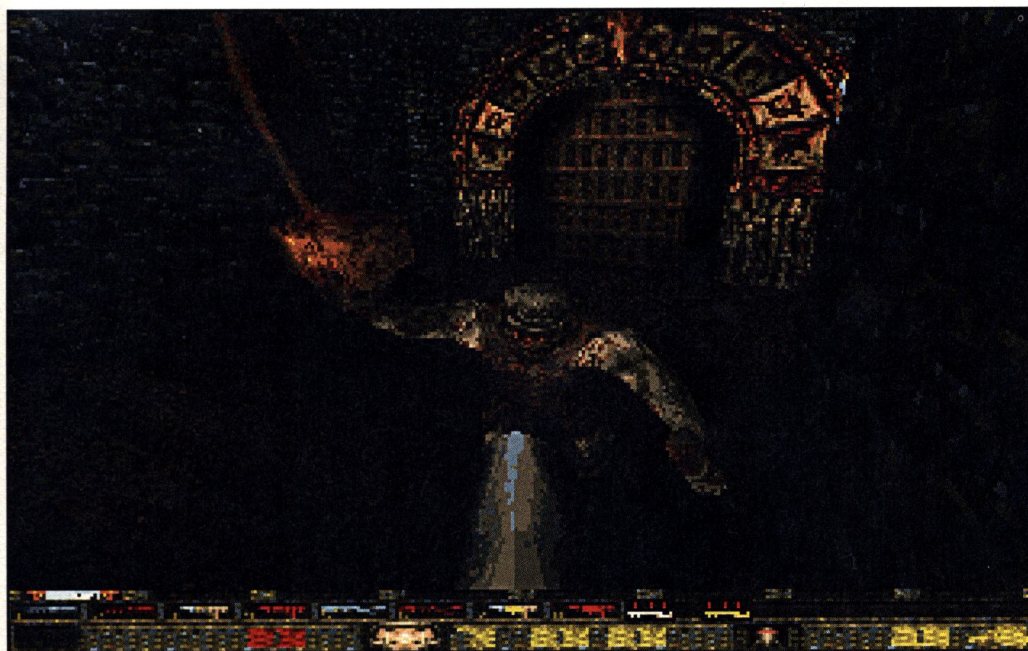
Also, BT offer a Premier option. For  
£20 a year it gives you a 15 per cent  
discount on top of the existing 10 per  
cent discount. **THAT MEANS A SAVING OF  
25 PER CENT.** It isn't often you'll see a  
direct plugging of British Telecom on  
these pages, so drink it in while you can.

**BT: I dunno, if you want to contact  
them just ring the operator or some-  
thing. Better still, ignore your phone  
bill and then they'll ring you.**

## NEXT MONTH

Next month we'll be reviewing the  
latest *Quake* servers around the country  
(and, hopefully, around the globe) giving  
the spongiform lifeforms who dare  
threaten the UberGibMeister with their  
vestigial talents a damn good spanking.  
And by golly, we'll give the yanks a  
healthy tongue-slap of our great British  
spunk as well. We'll also be showing you  
how to set up your machine as a *Quake*  
Server and other such stuff so techno  
we had to employ somebody highly  
technical to write it for us. We'll also  
be checking out Wireplay - nearly three  
months after its beta test launch. **Z**

(Below) Get lost, you  
big chain-saw wielding  
ponce! ...Arrgh! Look, I  
didn't mean it... honest.



## Special offer

Yep, we've got together with those  
handsome ragamuffins at CIX Towers to  
offer you (as one of *PC Zone's* readers) a  
special Join-CIX-On-The-Cheap special  
offer experience.

Normally when you join CIX you have  
to pay a £25 registration fee and go  
through the rigmarole of obtaining the  
shareware version of Ameol. Not so, we  
say. CIX have generously waived the £25  
fee for joining and we've stuffed Ameol  
(both 16-bit and 32-bit Windows 95  
ready versions) on this month's cover CD.  
Fab McFab. So, you're ready to flush  
your Internet connection down the toilet  
and get sussed with the excellent, all-  
British CIX carnival of comms.

And there's no laborious phoning or  
waiting 28 days rubbish. You can log on  
NOW. Here's how:

**1** Install Ameol from the ONLINE  
directory of the CD-ROM onto your  
computer.

NB If you're running Windows 95,  
install in the faster, sleeker Ameol32.  
(If, however, you're still stuck in Windows  
3.1, then you're probably better off with  
Ameol16.)

**2** Using standard COMMS software set  
to 8-N-1, dial the CIX number (0181-296  
1255). At the log-in prompt, type: CIX.  
Then type: "new". This will create a  
new account.

**3** After supplying your name and credit  
card details, you'll be asked if you have  
a special registration code. Type: "YES".  
Then enter "PCZONE" as your code, with  
no spaces.

**4** That's it.

**5** Alternatively, if you don't have a  
credit card, you can phone CIX's Admin  
department on 01492 641961 and ask  
for a 'Direct Debit Application Form'.  
When you return it, make sure you  
clearly mark it with 'PCZONE' to get your  
£25 discount.

CIX on-line charges are ultra-cheap  
for two reasons. Firstly, it's only 4p per  
minute off-peak, 6.5p on-peak, plus the  
price of the phone call. And secondly,  
because you're using an OLR, your  
connect times are ultra-minimal (*PC  
Zone's* average daily connect time is  
50 seconds!) and even less if you use a  
28800 connection.

The minimum charge per month is  
£6.25 (ie you pay that even if you don't  
spend that much in connection charges),  
but most users rarely go over that.

If you need more information,  
then you can call the CIX helpline on:  
0181-296 9666 during office hours.



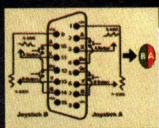
# AlfaTwin

The auto-switch & two-player switch for IBM PC joysticks

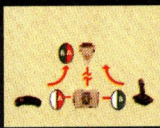
**BEST BUY**

"Best Buy" award in UK  
CD ROM Today magazine  
June Issue 1995

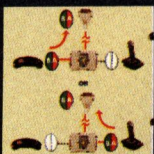
**Utility  
model**



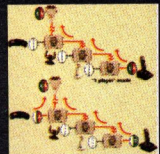
Due to the design of the game port, the IBM PC supports two joysticks (A & B) Each with two fire buttons only. Four button joysticks, and joysticks which have throttle and rudder control or coolie caps, make use of the second joystick (B) controls.



At „two players mode“, both joysticks can be activated at the same time for two-player games. However the advanced functions of the joysticks are not supported.



At „one player mode“ the AlfaTwin allows you to switch between two joysticks, with all the functions supported, by simply pressing the fire button of the joystick you wish to use.



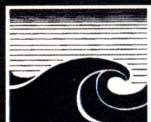
You can cascade up to three AlfaTwins with four different joysticks for your free selection. Moreover, the six feet long cable brings the AlfaTwin round to the front of your desk, freeing you from the hassle of plugging/unplugging your joystick from the back of the computer.



AlfaCommander Pro



AlfaPilot Plus



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### "HOLIDAY IN VIRTUALAND"

episode two

by charlie brooker

### THE STORY SO FAR...

For reasons which we couldn't be arsed to go into here, Hex Download has been mysteriously (and impossibly) transported to some kind of weird dimension within her computer. Whilst Joe frets about her whereabouts, Hex decides to explore her strange new world...



**sinclair ZX Spectrum**

**HORACE GOES CULLING**

**48k**

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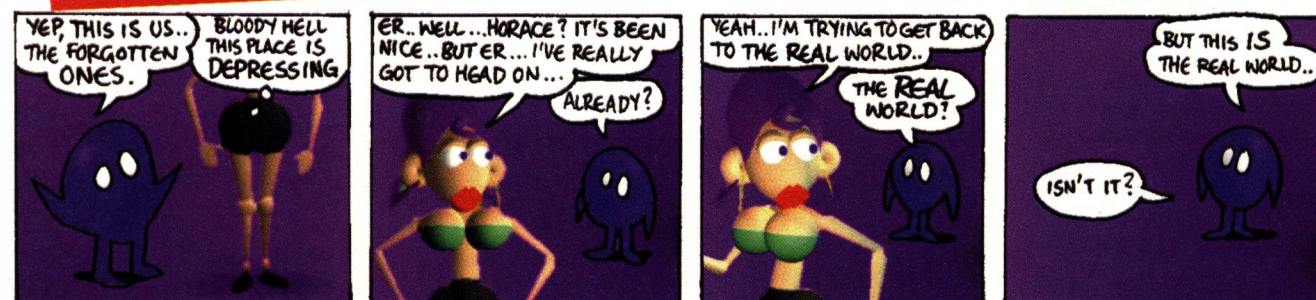
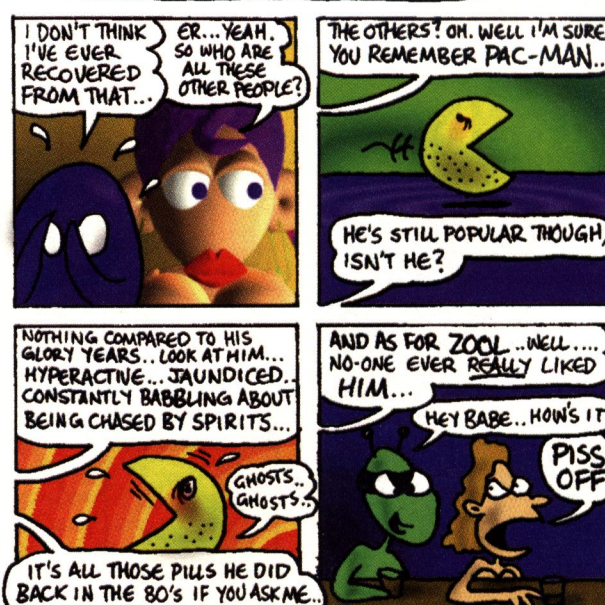
**sinclair ZX Spectrum**

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CONTINUED NEXT MONTH...





# TROUBLESHOOTER

A gaming problem shared is a gaming problem halved, claims our resident Cheatmeister, The Boggit. No game is too difficult, no puzzle too hard, but if he proves useless, try phoning our TruePlayer Tips guy, who's far more modest. This month Boggit not only brings you his obscenely bulging mailbag but also the complete solution to the top *Doom*-alike, *Duke Nukem 3D*.



## Write to PC Zone

If you have a query concerning a role-playing game or adventure, or you have a hot tip or a cheat to share, then write to:

**The Boggit**  
29 Blackthorn Drive  
Larkfield, Aylesford  
KENT ME20 6NR

## READ THIS!

Because our tips line is so busy, and because the man who answers the phone is only a mere mortal, we need you to prove that you have actually bought the magazine and that you're not just a freeloading blagger. To do this, our tips geezer will ask you for a password before you request your tip. This month's password is... "We wuz robbed".



## Fade To Black

I'm stuck on level five of *Fade To Black*. I've managed to capture the bird in the bird room, but I haven't been able to give it to the oracle. In fact, I can't even work out how to 'Follow the way of the oracle'. Can you help?

**J Bruce, Crowborough**

Following the way of the oracle means you must walk in the same path as the mosaic on the floor of the previous room. Once you've done it, another flying head will appear and tell you to free the bird. To do that just use the bird. The bird will thank you and give you a crystal code - it's a model of six different coloured crystals that you need to have.

## Simon The Sorcerer II

Help, I'm hopelessly stuck. I can get to the kitchen, but how do I change the clock, and how do I inflate the rubber dinghy? I've been trying for weeks.

**Shams Khan, Bradford**

The clock looks like any another clock, it's just that it's got a cog missing - a bit like a PC running OS/2 Warp. You'll find a cog in the baby's cradle that will fix things, but you'll need a wedge from somewhere first.

You'll need to go and speak with the Lady of the Lake before you can inflate the dinghy, as she has the air tanks which are used to do the job. She'll only be impressed if you have the Royal Seal. And how do you think you're going to get a seal? By using a fish of course.

## Alone In The Dark

Aaargh! I'm getting slaughtered. The rats in the cellar and the 'thing' behind the barrels keep making a meal of me. I also can't get past the picture of Davy Crockett in the gallery, kill the thing in

the bathtub, or get the dancers in the ballroom to move. It appears that they don't like any of my records.

Please don't let me have to hear my character go "Aaargh!" again.

**Stephen Graham, Stockport**

You're basically crap at this murder and mayhem stuff, aren't you? Have you tried the game *Grandma and Me*? It's cute, got lots of little birds and butterflies, and nobody gets battered to death.

Now you're going to have to go back into that bathroom because you really do need the water jug that's in there. I suggest you nip in quick and give that monster a quick slash with the sabre. While it's recovering from the surprise that a known wimp like yourself has dared to return, you can grab the jug, hit the beast once more for luck, then run like hell.

At the beginning of the game you can pick up an Indian rug, and this is what you need to place over the Davy Crockett picture. (It's a bit like putting a tea-towel over the budgie to shut him up.)

The record you seek to get everyone dancing is to be found in the study - you'll find the key for that room behind a clock.

On the other hand, it all sounds a bit scary to me. Why don't you simply pack a hamper with ginger beer and sandwiches and take your old Gran off to the beach?

## Day Of The Tentacle

How do I get the Box of Laughs?

**D Vincent, Norwich**

I could do with a box of laughs myself, for there aren't many around here. Why, I can remember when PC Zone was just a field, with lots of dozy cows standing around chewing and looking vacant. (Not a lot changed there then - Ed.)

Bernard can get the box once he stabs the dozy blow-up clown with a scalpel. Providing of course that dozy Laverne thinks to flush it to him in the past.

## Lands Of Lore

I need some tips for this old game as I am stuck at various places in the White Tower.

What do I do at the Altar de Bianca?

On the sub-level, what is the significance of 'Face Your Greed' and how do

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PC Zone and Dennis Publishing take no responsibility for alleged hardware or software damage caused by direct or indirect use of the HackMasters™ hacks and cracks. If the chances of damage were higher than 0.0000001 per cent, then we wouldn't print them. Make sure you follow the instructions and nothing can happen.

HEX	DECIMAL
09H	09
0AH	10
0FH	15
10H	16
20H	32
28H	40
32H	50
40H	64
63H	99
64H	100
C8H	200
FAH	250
FFH	255



(Right) *Day Of The Tentacle* may be one of the funniest graphic adventures around, but as it combines action through lots of different time zones, it's not surprising players get confused.



(Far right) It may not be the latest, but *Lands Of Lore* is still a game which all RPG fans should seriously consider playing.

I prevent myself being teleported back to the stairs?

On level three, what do I do at the door where I am told that I have no faith?

**Robert Chilmaid, Chatham**

At the Altar de Bianca you should pray that you are given five minutes alone with that scrawny, bad-tempered, red-haired bleeder so you can give her the good hiding she deserves. On the other hand, I'd rather pray for half an hour with her mate Tiffany, but that's another story.

There is an old woman in the tower behind a door which is locked with a mystic key. She will give you the Crucible of Faith. Without this, you obviously have no faith.

In the sub-level you must get each of the four items moving around the central square and place them into one of the four niches. Three of the niches are on the inner walls, one is on an outer wall. You then open a lock with the blue mystic key. Get this right and you'll be cooking with gas.

You must place the crucible on the altar and mix in the four ingredients: swamp mud, hornet honey, bloodstone and Mother of Earth.

## Ripper

I have recently purchased Ripper and I am completely stuck. Is there any chance of you printing the solutions to the puzzles? In particular, the solutions to 'Catherine's Crystals' and 'The Three Clocks'.

**A Kirby, Merseyside**

You have to use the crystals to form the astrological constellation for Catherine's birthday - which is Pisces. Use the star chart to plot it on a grid first, using the entire area.

The answer is:

Row	Column
1	3
2	1
3	4, 8
4	6
5	2, 9
6	4
7	7, 9
8	5

Look at the books that the light shines towards.

## Clocks Puzzle

Set each of the clocks to the appropriate time using the Time Zone chart.

Pyramid = Egypt

Cuckoo Clock = Germany

Army Clock = USA

Time in USA is 2:35. Germany is six hours later. Egypt is seven hours later.

The answer is: Egypt 9:35PM, Germany 8:35, USA 14:35.

**They say cheats never prosper. Oh yeah! Well, tell that to the end-of-level boss when you turn up armed to the teeth with God Mode turned on. If only The Boggit had known about God Mode before. That little bastard Ginger Wilkins from Class 6B would have been spitting teeth for a week!**



## Tyrian 2.0

Try typing <TECHNO> at the new game screen. When in the difficulty screen, hold down <SHIFT> and type <G>.

## Piranha

The demo of this game on the June CD has a built-in cheat mode, which is handy as the demo was fairly difficult. You can fix this by pressing <F2> for bonus weapons, and <F3> for three extra bonuses which will appear in the centre of the screen for you to pick up.

**Chris Burns, Glasgow**

## Virtual Snooker

This game lacks a Save Shot feature, but here's how to solve that problem. As soon as you've made a great shot, use the Undo feature ('u' on the keyboard), then save the game. Don't use the replay function and save the game as the correct details won't be saved.

**David Speers**

## Magic Carpet II

Here are directions to access two secret levels of *Magic Carpet II*.

The first secret level is called Beleem and is at the top of the map in a vast mountain range. From level 18 (Geph), finish your tasks, and when you are told to fly to the exit, search for a castle which you cannot possess. Destroy this castle and a red cross within a red circle will appear on the map. Fly into the middle of the circle and you will be transported into a level which contains a special weapon called 'the cave-in'. You'll be given this weapon once you search for and destroy a very large castle. This weapon can entomb an enemy in rock, but can only be used in cave levels.

From level 20 (Ammyridia), it's possible to enter a second secret level called Ommyosyth. First destroy the Wyverns before they destroy many buildings, then when the Hydra appears, destroy it as well. Explore the map until you again

find a castle in the middle of a lake which you cannot possess. Destroy this building and you will be transported through a special portal in the shape of a mirror. Here you will find a level which is filled with scrolls.

**Vincent Lauffer, Netherlands**

## Screamer

Type the following cheats at any of the menu screens:

<b>TAZOR</b>	Get the bullet car
<b>VTELO</b>	All six tracks
<b>CLOCK</b>	Stops the clock for a race
<b>MONTY</b>	Turns cones into girls, bunnies and prams
<b>JOINT</b>	As above, but this time into ghosts, cones and boxes
<b>ABURN</b>	Gives the computer drivers bullet cars
<b>INVER</b>	Mirror images the six tracks
<b>UPDOWN</b>	Turns the tracks upside down

**Daryl Hathaway**

## Doom 2

This cheat is for use during a Deathmatch with a live opponent: hold down <ALT> and type <IDDT> four times on the map screen to get all maps, and see where your opponent is.

**Chad Wright, Harleston**

## Command & Conquer

Using a hex editor, open the file GAME.DAT. Find the string of characters 6A 01 68 2A01 00 00. At address 6DC6B change the characters to 6A 01 68 FF FF DC D8.

Load the game, purchase a basic power station, place it, and watch your bank balance. There is, of course, the small snag that your enemy will get the same deal if he buys a power station as well!

## Player Manager 3

Try dialling the following:

<b>945475</b>	for £1.5 million
<b>010870</b>	for maximum player fitness
<b>718143</b>	for best assistant

## Civilization

Hold down <SHIFT> while you type <1234567890QWERTUIOPASDFGHJKL>.

## Lion King

In this Disney cute 'em up, type <DWARF> on the title screen, then <I> during the game to jump to the next level.

Oh, and I feel duty bound to point out that a good number of these cheats were submitted by **Ryan Joyce** from Wiltshire. This reader is almost certainly mad, as the letters he writes are definitely from the very far side.





# Duke Nukem

**Duke Nukem** is "King of the *Doom* Clones". Heart-stopping action combined with gut-rumbling fun. If you need a bit of help to deal with the never-ending waves of monsters, or if you simply want to know where the secrets are buried, then here is the one-stop shop where it's all on display.

## Cheat codes

For the real men among you who don't believe in foreplay, let's skip to the chase and get down to the serious stuff. Here's a list of cheat codes which can be typed in at any point of the game.

<b>DNCORNHOLIO</b>	God mode
<b>DNKROZ</b>	God mode
<b>DNSTUFF</b>	All weapons, ammo, and keys

(Below right) Once you dispose of the disagreeable locals, jump through the Earth Defence logo and you'll find yet another secret room.

## DNITEMS

Maximum armour and all keys

## DBHYPER

Steroids

## DNSCOTTY<ell>

Warp to any level (eg **DNSCOTTY302** episode 3, level 2)

## DNCASHMAN

When the spacebar is pressed money is dropped

## DNVIEW

Same as pressing <F7>

## DNRATE

Displays the frame rate in the upper left-hand corner

## DNCLIP

Walk through walls

## DNAMMO

Max ammo

## DNWEAPONS

All weapons

## DNUNLOCK

Unlocks a door when in front of you

## DNMONSTERS

Removes all monsters

## DNSKILL#

Changes skill level #

## DNBETA

Displays the message "PIRATES SUCK"

## DNCOSMO

Displays the message "REGISTER COSMO"

## DNALLEN

Displays the message "BUY MAJOR STRYKER"

## Secret passages, niches and levels

In addition to the obvious levels in each episode, there are a number of completely secret ones. It would take too long to explain how to access each of them from within the game, but here's how you can 'warp' to all of them using the **DNSCOTTY** cheat command:





# 3D

Launch facility  
Spin cycle  
Lunatic fringe  
Tier drops  
Freeway

**DNSCOTTY106**  
**DNSCOTTY210**  
**DNSCOTTY211**  
**DNSCOTTY310**  
**DNSCOTTY311**

To visit the Faces of Death level which contains pictures of the design team, begin the game with the command:  
DUKE3D/L7

## Secrets of the levels

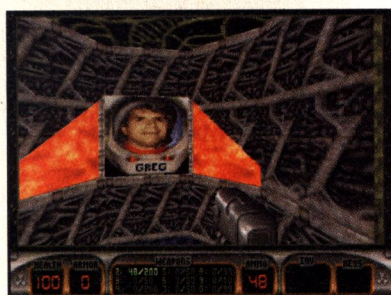
Episode 1 in the demo has been well explored, so here are most of the secrets which you can find in episodes 2 and 3.

### E2L1 – Spaceport

1. Check the column of broken screens in the room with lots of monitors showing the Earth and Moon.
2. Walk to the monitor in the dead-end, near the starting point, and a niche will open behind you.
3. Jump into the vent in the room with a blue key.
4. Solve the puzzle with four switches by turning the third switch from the left. Go down through the elevator outside.
5. In the central column area on the second floor, fly and pick up the atomic health near the ceiling. You'll hear a door open. Quickly jump down through the column, go back to the first floor, and look for an opened door at a corner.
6. Fly up from central column.

### E2L2 – Incubator

1. In the opposite wall of the room with the yellow switch, open up the little niche, get into it, and search the inside wall again.
2. Jump into the Earth Defence emblem.



(Right) Resist the temptation to blow away the captured females as this will only produce extra aliens.



3. Search for a door to the left of the blue console in the room with the flashing lights.
4. Open a panel in the upper dark area.

### E2L3 – Warp Factor

In a room beyond the yellow card door, find a niche with steroids in it, look up and shoot the switch.

Quickly run to the other side of the room and enter the new door. Welcome to the Bridge of Starship Enterprise. Operate 'Picard's console' for yet another little surprise.

### E2L4 – Fusion Station

1. In the squishing lightning columns area, search the wall facing the columns on the other side of the entrance.
2. Turn left from the secret area described above and fly up for another secret.
3. Get down one of the lightning columns and search the wall facing the narrow tunnel.
4. In the rotating water-driven motor area, walk in front of the monitor and you'll hear a door open. Quickly rush across the water to the other side of the room and find a secret room which has opened.
5. On the third level in the central complex, enter the left room and, upon entering, search the column at a corner.
6. On the third level in the central complex, enter the double door and fly up to the ledge – there is a crack in the cave to your right.
7. On the same ledge, go to the secret place to your left.

### E2L5 – Occupied Territory

1. After opening the huge gate near the emblem, crouch and walk into the gate's right edge.
2. After you walk deep into the moonlight corridor, a door will open behind you (near the entrance) and

dispense robots. Jet up into the room for loads of goodies.

3. In the same moonlight corridor, there is a vent up the slope opposite the HoloDuke box.

4. In the red door room, go straight ahead and check the lower right monitor.

### E2L6 – Tiberius Station

1. Bomb a crack after you enter the door with a Tiberius Station sign.
2. Enter an invisible wall opposite the drinking fountain in the dark corridor with two elevators.
3. Search the wall beside the door with a 'Danger: Radioactive Material' sign.
4. In the toxin pool, float on top of the toxin and swim to your left. Search the wall for a room.
5. Do the above to the right wall.
6. Bomb another crack after the elevator near the toxin pool.
7. After killing the mini boss in the red key room, turn left and get into the vent. As you move forward a door will open high up the wall in the room, which you exit into through the first vent on your left.

### E2L7 – Lunar Reactor

1. In the open area where a turret is shooting at you, turn to your left and search the panel.
2. In the deep gorge (same open area), there is a cave to your left, straight below the turret (not the one directly in front). Fly into it to find Luke Skywalker.
3. Shoot out the roof of the vent bridge and jump on top of it. There is a cave to your right.
4. Follow the yellow turbine to where the red card is and search the panel to the right of the card.
5. Jump up into the room to the left of the reactor.
6. Jump up into the room to the right in the same area.

(Left) Mind where you step. Remember that even when they are dead meat, alien slime still hurts.

(Below left) Hidden within the secret level Faces of Death are the digitised faces of the Duke 3D programming team. Things don't come scarier than this!





## E2L8 – Darkside

1. Check out the map in the central room overseeing the Alpha and Beta signs.
2. Bomb a crack in the Alpha train waiting area.
3. After passing the collapsing cave in Alpha, go through the door and enter the area to your right. Check the wall to the right of the water tubes. You can do the same in the left area also.
4. In the train waiting area after the blue key elevator in Gamma Transport, check the map for a niche.
5. After riding the Gamma Transport, enter the vent after the elevator. Follow the tunnel and enter the red acid room to your left. Bomb a crack high up.
6. In the Beta train waiting area, fly up through a vent.
7. After jumping out of the monolith, turn to your left and bomb the crack. The passage will lead you to the secret area 'Lunatic Fringe'.

## E2L9 – Overlord

1. After you swim out of the beginning passage, swim up to the water surface and search for an invisible wall nearby.
2. Lower the central lightning column, then once you can jump onto it from above, quickly rush to a now opened column by the side of the water.
3. Bomb a crack midway up a path near the waterfall, after killing the mini boss.
4. While you're fighting the final boss, jump into the small water-filled niche at the side of the room and you'll be able to attack him without being hit.

## E3L1 – Raw Meat

1. After you enter the Japanese restaurant, jump into the invisible wall beside the first ceramic doll.
2. Search the 'exotic girl' poster.
3. Blow up the crack in the last room down the corridor.
4. Search the price list left of the BAR fluorescent light.
5. In the sushi bar area, touch the bloody handprint and a room around the corner will open.
6. Opposite the bloody handprint, open the ground cupboard. Crouch and walk into it, turn to your left, search the wall.
7. In the kitchen, search the cupboard next to the entrance door.

## E3L2 – Bank Roll

1. Open the ATM machine in front of the bank.



(Above) He may be an ugly sonofabitch, but he's not very bright. Try ducking when he starts blasting and he'll miss every time.

(Below left) Gas tanks and fire extinguishers are always a good target. Blasting these items usually means a secret door will be revealed, or at least they'll give any nearby monsters an extra blast when they explode.

(Right) Pipe bombs are a deadly weapon, and in case you didn't realise, you can use more than one at once. Throw a bomb, but before you detonate it, select another weapon, then select pipe bombs once more and you'll be able to throw another one.

2. In the blue key area, click the button behind the desk and the painting in the room will open.
3. Just after you enter the bank, turn right and look up the wall, shoot the button and the telephone will open behind you.
4. Outside the secured area, search the painting behind the desk.
5. Get into the Gamma turbine and blow up the red-coloured crack in a corner.

## E3L3 – Flood Zone

1. Shoot the vines underwater near the waterfall, enter the cave and swim up.
2. On the platform with the blue key, jump into the invisible wall to your left.
3. After exiting the yellow door, turn right and jump up to the small cave. Search the wall at the end.
4. Fly up to the end of the building facing the Alley Cat Lounge sign. Check the last window to your right.
5. Push the yellow Hard Hat Area sign inside the red door, and a crate will open around the left corner.

## E3L4 – LA Rumble

1. Bomb the crack to your right after you leave the sewer in the beginning.
2. In the kitchen area with a blue key, blast the wall with the crack.
3. In the CEO room, check the painting to the right of the red key.

## E3L5 – Movie Set

1. Push the register in the beginning area and rush to the snack-vending machine near the blue key.
2. Jump into the Earth screen facing the spaceship set.
3. Search the stack of boxes facing the Stage 17B sign.
4. Jump into the Duke Nukem poster in the open area.
5. Push the USA sign near the yellow key. It'll open up the room to the secret level, Tier Drops.

## E3L6 – Rabid Transit

1. At the first station, search the 'Lunar Apocalypse' poster.
2. Jump onto the left condom-vending machine facing the train.
3. While you're walking on the track toward the second station, blow up a

crack to the right of the box with a Devastator.

4. At the second station, search the 'No Loitering' sign on top of a mailbox.
5. Search the wall in the dark area beside the mailbox.
6. Lower the left shelf in the red door room by jumping from the top of the left shelf to the right one.

## E3L7 – Fahrenheit

1. In the house near the 'Guilty' sign, search the painting.
2. Blast all the bottles in the same area and jump into the shelf.
3. Rush into the invisible curtain in KTIT broadcasting station.
4. Open the door in the monitors area in KTIT. It's a secret place but the red key is in there also.

## E3L8 – Hotel

1. Search the wooden wall on the second floor bar.
2. In the same area, search the wine cupboard.
3. Climb through the waterfall near the swimming pool. You'll then be teleported to a jungle. Touch the bloody handprint, and a passage will open nearby which will lead you to Indiana Jones. The entrance to the secret level 'Freeway' is behind the large palm tree which you can blow away.

## E3L9 – Stadium

1. Jump up on the surrounding wall and race around to pick up extra goodies. A good strategy is to stop, use the <z> key to duck the big guy's rockets, then return fire with a couple of RPGs.
2. Shoot the Duf Beer air balloon for a shower of toys for the boys.

## E3L10 – Tier Drops

1. Open the walls between the smaller niches in Alpha, Beta, Gamma and Delta areas.

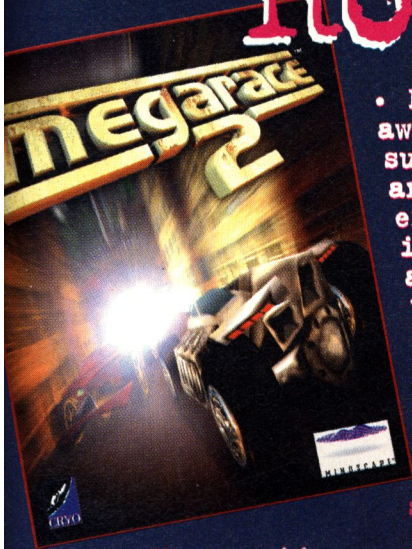
## E3L11 – Freeway

1. Go to the right end of the freeway (relative to your starting position), jump up to the left ledge and search the leftmost window.
2. On the 'upper' freeway, search the window opposite the blue key console.
3. Blow up the crack near the blue key.
4. Search the shelf near the blue key. In the conveyor belt building, jump into the yellow and black strip sign on the wall facing the Terminator. **Z**





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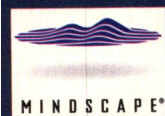
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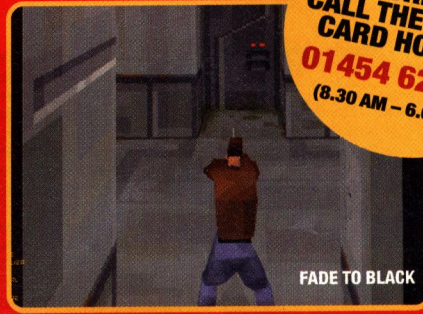
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## BUYERS' GUIDE

Welcome to the all-singing, all-dancing **PC Zone Buyers Guide**, which is to gaming what the BR timetable is to trainspotters. You name it, it's here – painstakingly compiled by our very own engine driver.

### Issue 15 – June 1994

#### Bloodnet

(75) MicroProse – Role-Playing Game £39.99  
Hindered by outdated implementation, but still well worth a look.

#### Carriers At War II

(63) Electronic Arts – Strategy £44.99  
For die-hard strategy aficionados.

#### Darkseed

(90: Classic) Cyberdreams – Adventure £44.99  
If you have a taste for the macabre, you'll never forget the Darkseed affair.

#### Diggers

(40) Millennium – Puzzle Game £34.99  
Mind-numbingly tedious.

#### Disney Animation Studio

(75) Infogrames – General Interest £99.99  
More serious approach with superb sample animations that you can't use!

#### Dragonsphere

(69) MicroProse – Adventure £39.99  
A beautiful adventure game that won't tax your brain too heavily.

#### Evasive Action

(40) Mindscape – Simulation £34.99  
Oh, so very close, but it's got more bugs than Watergate.

#### F1

(40) Domark – Sport £29.99  
The champions of sport produce yet another world-beater.

#### Fleet Defender

(86: Recommended) MicroProse – Flight Sim £44.99  
Heavyweight flight sim, both helped and hindered by over-clever graphics.

#### Hanna-Barbera Animation Workshop

(75) Empire – General Interest £49.99  
Tries to make everything fun and encourages you to try out other methods of animation.

#### Hornet Naval Strike Fighter

(80: Recommended) Spectrum Holobyte – Flight Sim  
As that well known saying goes: "If you like Falcon 3, you'll just love Hornet."

#### Myzt

(67) Electronic Arts – Adventure £44.99  
Surreal and atmospheric, if not realistic.

#### Pacific Strike

(80: Recommended) Electronic Arts – Flight Sim £49.99

Miles better than *Strike Commander* but requires a state-of-the-art ninja pc.

#### Pagan: Ultima VII

(78) Electronic Arts – Role-Playing Game £44.99  
A love/hate relationship for *Ultima* purists.

#### Revensoft

(78) US Gold – Role-Playing Game £45.99  
A playable and accessible RPG.

#### Red Hot

(60) Cyberdreams – Adventure £39.99  
The graphics are poor and the control system is dire. Avoid it.

#### RedShift

(95: Classic) Maris Multimedia Ltd – General Interest £89.00

Stunning program which will be hard to beat.

#### Sabre Team

(60) Krisalis – Strategy £29.99  
This has all been done before, and done much better as well.

#### Shadowcaster

(70) Electronic Arts – Role-Playing Game £39.99  
Considerable enhancements for CD but the gameplay remains the same.

#### Spaceship Warlock

(70) Reactor/Ubisoft – Adventure £44.99  
Very slick, very polished. The gameplay's a bit limited but it's fun all the same.

#### TFX

(80: Recommended) Ocean – Simulation £44.99  
Great game with totally superfluous bells and whistles.

#### UFO Enemy Unknown

(93: Classic) MicroProse – Strategy £44.99  
Brilliantly designed, perfectly implemented and totally absorbing.

#### Washington DC Scenario

(85: Recommended) Supervision – Flight Sim Add-On £39.99

One of the best flight sim add-ons to date.

### Issue 16 – July 1994

#### Castles II

(65) Interplay – Strategy £49.95  
Interplay usually releases excellent games – this isn't one of them.

#### Comanche (CD)

(90: Classic) Optima – Flight Simulation £49.99

Brilliant action-packed helicopter simulation at a great price on CD.

#### Companions Of Xanth (CD)

(84: Recommended) Accolade – Role-Playing Game £39.99

Great game on disk. Even better on CD.

#### Corridor 7

(55) Gametek – Arcade £19.99  
Nothing new or exciting.

#### Detroit

(85: Recommended) Impressions – Strategy Game £39.99

An intriguing strategy/sim which boasts both originality and playability.

#### Dragon's Lair

(67) Elite Systems – Adventure £39.99

An interactive cartoon that's more 'cartoon' than 'interactive'.

#### Eye Of The Storm

(40) Rebellion – Space/Strategy £39.99

Very futuristic, very Elite and very, very crap.

#### Great Naval Battles 2

(86: Recommended) US Gold – Simulation £45.99

SSI cruises easily to the head of the fleet with this simply stunning sim.

#### Hand Of Fate (CD)

(78) Virgin Interactive Entertainment – Adventure £49.99

Good game, shame about the conversion. In this case, more equals less.

#### Jack Nicklaus Signature Edition

(85: Recommended) Accolade – Sport £19.99

A good golf game at an amazing price.

#### Jimmy White's Whirlwind Snooker

(80: Recommended) Hit Squad – Sport £14.99  
Dangerously addictive snooker sim.

#### Lucky's Casino Adventure

(60) Mirage – Card Game £44.99

Challenging, fun, totally addictive but a bit pricey.

#### Lure Of The Tompaws

(55) Hit Squad – Adventure £14.99

Old and fading.

#### Power Game 2 (CD)

(70) Activision – Simulation £29.99

Worth looking at if you don't have the hardware to run the latest sim.

#### Robinson's Requiem

(85: Recommended) Daze Marketing – RPG £39.99  
Highly original, addictive 'survival sim' which, unfortunately, also has some annoying bits.

#### Sam And Max Hit The Road

(93: Classic) US Gold – Adventure £45.99  
Brilliantly original, a highly humorous jaunt.

#### Sim City Classic

(70) Hit Squad – Strategy £16.99

Still a great game but make sure you check out *Sim City 2000* first.

#### Sim City Enhanced

(82: Recommended) Interplay – Strategy £49.99

*Sim City*'s an excellent game but 50 quid is a bit steep for a few enhancements.

#### Sleepwalker

(45) Hit Squad – Platform Game £9.99

Disappointing third-rate platformer. Stay well away from it.

#### Space Hulk

(87: Recommended) Electronic Arts – Strategy £39.99

Still a tremendous game, but not as good as the disk-based version.

#### Summer Challenge & Winter Challenge

(80: Recommended) Accolade – Sport £19.99  
Good compilation, great value.

#### The Horde

(87: Recommended) US Gold – Strategy/Arcade Game £44.99

Not an original concept but extremely well implemented.

#### The Rock 'n' Roll Years – The '50s

(70) Supervision – General Interest £24.99

Handy for 50's music lovers or as a reference – but we doubt it'll get you rockin' round the clock.

#### The Settlers

(89: Recommended) Blue Byte – Strategy £39.99

A damn fine, engrossing game.

#### Theatre Of War

(70) Hit Squad – Strategy £12.99

Excellent strategy game and it looks cool, too.

#### UFO

(93: Classic) MicroProse – Strategy £44.99

Our Chris's favourite, this is an incredibly addictive strategy game.

#### Wombly Rugby League

(66) Audiogenic – Sport £29.99

This manages to be quite an improvement on previous rugby games.

#### Wolfpack

(60) Optima – Strategy £29.99

Disappointingly average.

#### World Cup Challenge

(48) Winsport – Sport £29.95

Disappointing, absurdly RAM-hungry and limited in its playing life.

### Issue 17 – August 1994

#### 1942: Pacific Air War

(89: Recommended) MicroProse – Flight Sim £44.99

Two great games – *Carrier Battles* and *Task Force 1942* – in one package. It's a winner!

#### AI Quadam: The Gentle's Curse

(40) US Gold/SSI – Role-Playing Game £35.99  
The thinking amoeba's beat 'em up.

#### BurnTime

(43) Max Design – Strategy £39.99

Hey, it's just like being there.

#### Cool Spot

(80: Recommended) Virgin Interactive Entertainment – Platform Game £29.99

Charm and accessibility save it from being strictly seventies-up!

#### Delta V

(64) Bethesda Softworks – Shoot 'Em Up £45.99

Very fast and pretty stunning to look at, but it won't keep you up into the night.

#### Dinosaur Detective Agency

(42) Alternative Software – Platform Game £16.99

Cheap – but that's no reason to be cheerful.

#### Empire Soccer

(57) Empire – Sport £29.99

Let down by small viewing area, unintelligent player reactions and poor scrolling.

#### Good To Firm

(50) New Era Software – Sport £29.99

Horse-racing fanatics might get something out of it, but the experience will pall.

#### International Tennis Open

(88: Recommended) Philips Interactive Media – Sport £44.99

Definitely the new number one seed in the field of PC tennis simulations.

#### Jack Nicklaus (CD)

(78) Accolade – Sport £16.99

A perfectly serviceable golf game with a good course editor tacked on. Wait for me while I put my golfing shoes on...

#### Newsweek 3 Globocop (CD)

(0) Mindscape – General Interest £39.99

The most expensive beer mat in the world.

#### Overlord

(85: Recommended) Virgin Interactive Entertainment – Simulation £39.99

An old idea made new with some interesting tweaks.

#### Pinball Dreams 2

(70) 21st Century Entertainment – Pinball £19.99

Not bad at all. There's plenty for pinball wizards to get their flippers into.

#### Shanghai II: Dragon's Eye

(88: Recommended) Activision – Puzzle Game £29.99

Puzzles galore in this excellent addition to the rather mediocre range of games currently available for Windows.

#### Sherlock Holmes – The Case Of The Serrated Scalpel

(48) Electronic Arts – Adventure £49.99

Elementary, my dear Watson... and that's the problem.

#### Simon The Sorcerer (CD)

(89: Recommended) Adventuresoft UK Ltd – Adventure £44.99

A tricky adventure jaunt boosted by excellent talkie bits.

#### Syndicate (CD)

(92: Classic) Electronic Arts – Strategy £39.99

What a game. What a barg.

#### Tactical Manager

(75) Black Legend – Sport £34.99

An interesting little number with the odd weakness, but several nice ideas.

#### Theme Park

(93: Classic) Electronic Arts – Strategy £44.99

A highly inventive 'business' sim that's fun, fun, fun. Hip hip hoorah for Bullfrog!

#### Walls Of Rome

(74) Digital Integration – Strategy £16.99

Good, if thin, fun.

#### World Cup USA '94

(78) US Gold – Sport £32.99

Good features; difference of opinion over the gameplay.

#### Zool 2

(82: Recommended) Millennium – Platform £34.99

As they say, if you liked Zool, you'll love this.

### Issue 18 – September 1994

#### Beneath A Steel Sky (CD)

(72) Virgin Interactive Entertainment – Adventure £39.99

Comic book-style adventure with excellently funny dialogue but lacking any real depth.

#### D-Day

(40) Impressions – Wargame £39.99

A sluggish, unrealistic and bug-ridden attempt at a wargame without many redeeming features.

#### FIFA International Soccer

(70) Electronic Arts – Sport £39.99

Looks and sounds great, but lacks gameplay.

#### Harpoon II

(70) Electronic Arts – Simulation £44.99

Massive, embarrassingly serious sim. Superb detail, occasionally nail-biting, always sloooooow.

#### Inherit The Earth – Quest For The Orb

(72) US Gold – Adventure £39.99

A well-thought out gentle little brainteaser for those who fancy a 'sensible' game.

#### International Sensible Soccer

(78) Renegade – Sport £19.99

One of the best on the PC, but still not up to the Amiga version.

#### Litil Divil (CD)

(88: Recommended) Gremlin Graphics – Adventure £34.99

Excellent, original and addictive.







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(Left) *X-Wing*: groove on down to the old 'destroy the Death Star, save the croissant-haired princess' tune.

## Metal And Lace: The Battle Of The Robo Babes

(35) Megatech - Beat 'Em Up £39.99

Totally devoid of any entertainment value whatsoever.

### On The Ball

(68) Ascon - Sport £34.99

Too many frills, not enough body.

### Outpost

(84: Recommended) Sierra On-Line - Strategy £49.99

A superb game. Addictive if you've got the hardware, hell if you haven't.

### Shadow Of The Comet (CD)

(88: Recommended) Infogrames - Adventure £39.99

A worthwhile reworking of a great game, but still very idiosyncratic.

### Soccer Kid

(30) Krisalis - Platform Game £29.99

If you want happening platform action, then buy something else.

### Theatre Of Death

(35) Psygnosis - Arcade/Strategy £34.99

Below average imitation of an above-average game.

### TIE Fighter

(94: Classic) Virgin Interactive Entertainment - Space Sim £49.99

Sheer, undiluted quality. Go out and treat yourself to a copy.

## Issue 19 - October 1994

### Wargame Construction Set 2: Tanks!

(90: Classic) SSI - Wargame £39.99

Never mind the 50-ton tanks - this is 50-tons of solid, fire-belching wargame. Absolutely brilliant.

### Battle Bugs

(65) Dynamix - Strategy £TBA

A battle game with bugs in it (as opposed to a bugged battle game).

### Dark Legions

(85: Recommended) SSI - Strategy £35.99

Wonderfully entertaining animations and game screens with hidden strategic depths.

### Heimdall 2

(45) Core - Adventure £39.99

Great game, shame you can't play it.

### Hell Cab

(50) Time Warner - Adventure £49.99

It's the same old story. Great graphics, but sadly lacking in gameplay.

### IndyCar Racing Expansion Pack

(94: Recommended) Virgin Interactive Entertainment - Driving £17.99

These tracks are better than the original tracks (if you pretend Phoenix doesn't exist).

### Ishar III: The Seven Gates Of Infinity

(50) Simarils - Strategy £39.99

Sum up *Ishar III* in one word? Avoid. Simple as that. The worst of a bunch.

### KGB

(65) Hit Squad - Adventure £14.99

Bargain? Maybe. Boring? Definitely.

### Kick Off 3

(55) Anco - Sport £29.99

Nice features, but gameplay isn't up to much.

### Manchester United Premier League Champions

(60) Krisalis - Sport £29.99

*Sensi* revisited (although not as good) with a lot of features thrown in.

### Planet Football

(68) Infogrames - Sport £39.99

The World Cup produced a rash of rush releases. This is not one of the best.

### Police Quest IV - Open Season

(80: Recommended) Sierra On-Line - Adventure £44.99

Atmospheric and very entertaining. A bit of a let down at the end, though.

### Summer Challenge

(73) Hit Squad - Sport £12.99

Not a bad game by sports sim standards and easy to cheat at, but do you really want another sport sim?

### Under A Killing Moon (CD)

US Gold - Adventure £59.99

Pigs can fly. Interactive movies do exist. Sort of.

### Wing Commander: Armada

(76) Electronic Arts - Flight Sim £44.99

Lots of good ideas stuck together but somehow it doesn't hang quite right.

## Issue 20 - November 1994

### Alien Legacy

(80: Recommended) Sierra On-Line - Strategy Game £39.99

Space strategy thing which is a bit like *Outpost* without the pretty bits. Daunting at first, but ultimately very rewarding.

### Chaos Engine

(80: Recommended) Renegade - Arcade £32.99

A damned good, multi-direction scrolling, shooty thing with lots of big guns and silly characters.

### Colonization

(90: Classic) MicroProse - Strategy £44.99

Try to imagine *Civilization* with more depth and better graphics. Well done... you've just imagined *Colonization*.

### Cyclemania (CD)

(83: Recommended) Accolade - Arcade Game £39.99

Extremely competent *Road Rash* 3D rip-off with lovely digitised backdrops and big motorbikes.

### Desert Strike

(78) Gremlin - Arcade £34.99

Conversion of the Mega Drive classic, isometric helicopter, blast 'em up game. The graphics are a bit crap but it's immensely playable.

### Doom II

(90: Classic) Virgin Interactive - Arcade Game £49.99

The sequel to one of the best games ever. New graphics, a new gun and brand new monstie-wonsties. Miss it at your peril.

### Inferno (CD)

(88: Recommended) Ocean - Space/Sim £44.99

Eagerly awaited game from DID. Lots of big space ships and silly looking aliens. One of the better space combat games.

### KA-50 Hokum

(85: Recommended) Virgin - Simulation £39.99

Without a doubt the very best helicopter sim money can buy. Something for the propeller heads (yes, we know you're out there)...

### NHL Hockey 95 (CD)

(91: Classic) EA - Sports/Arcade £34.99

A new version of the top-down scrolly, ice hockey game. Basically the same as the original (reviewed issue seven) but with new stats.

### PGA 486 (CD)

(91: Classic) Electronic Arts - Sports £44.99

Gorgeous looking, solid playing, tasty little golf game. One of the best on the PC so far.

### Pinball Dreams CD

(70) 21st Century - Arcade £39.99

Eight wonderfully designed, smoothly scrolling pinball tables. Why's it on CD? Because here are lots of pointless rendered bits, that's why.

### System Shock

(95: Classic) EA/Origin - Role-Playing Game £44.99

Pant-wettingly fantastic, cyberpunk, RPG thing. All hail *System Shock*, that shalt be king hereafter (at least until *System Shock II* comes out, that is).

## Issue 21 - December 1994

### Alone In The Dark 2 CD

(93: Classic) Infogrames - Adventure £44.99

A sequel that is noticeably better than the original and comes with some serious CD enhancements. What a refreshing change.

### Dawn Patrol

(80: Recommended) Empire - Flight Sim £44.99

A gorgeous looking SVGA WWI flight sim with a bit of a different idea behind it... it's an interactive book, apparently.

### Dreamweb

(74) Empire - Role-Playing Game £44.99

Cyberpunk RPG with lots of violence and a shagging scene that has now become infamous.

### Ecstasia

(93: Classic) Psygnosis - Adventure £44.99

An utterly brilliant *Alone in the Dark*-like with ellipsoid-generated characters and lots of pert buttocks.

### FIFA CD

(76) Electronic Arts - Sports £39.99

A smart-looking footy game that just falls short of being an absolute belter.

## Little Big Adventure

(93: Classic) Electronic Arts - Adventure Game £44.99

A truly amazing adventure with pretty graphics and weird French gameplay.

### Gobsmacking.

### Magic Carpet

(96: Classic) Electronic Arts - Shoot 'Em Up £44.99

Bloody excellent shoot 'em up - looks brilliant, totally addictive. A must-have.

### Project X

(76) Team 17 - Shoot 'Em Up £19.99

A very competent and nicely low-priced little shoot 'em up.

### Rise Of The Robots

(88: Recommended) Mirage - Beat 'Em Up £44.99

Possibly the best beat 'em up on the PC so far with some excellent rendered sprites.

### Space Simulator

(75) Microsoft - Simulator £39.99

A huge simulation of man's quest for space that is just a little too ambitious for its own good.

### Star Crusader

(60) Gametek - Shoot 'Em Up £39.99

Basically this is a poor man's *Wing Commander* with some nice CD bits.

### Transport Tycoon

(94: Classic) MicroProse - Strategy £44.99

One of the best strategy games around and a more than worthy sequel to *Railroad Tycoon*.

### Total Carnage

(74) ICE - Shoot 'Em Up £27.99

Good challenging fun and a more than competent conversion of the original arcade machine.

### Issue 22 - January 1995

### Aces Of The Deep

(90: Classic) Dynamix/Sierra - Naval Sim £39.99

Graphics, gameplay, sound and atmosphere combine to make this the best sub game available.

### All New World Of Lemmings

(78) Digital Integration - Puzzle Game £39.99

If you like all the other *Lemmings* games, you'll like this one, too.

### Armored Fist (CD)

(86: Recommended) US Gold/Novologic - Simulation £44.99

*Comanche* on wheels. Er, tracks. You know what we mean.

### Creature Shock

(78) Virgin - Adventure Game £49.99

An engrossing, atmospheric 3D adventure game. Great graphics, absorbing levels, but lousy soundtrack.

### Cyberwar

(55) SCI - Arcade Adventure £44.99

It looks amazing. The gameplay isn't.

### Dark Sun II

(80: Recommended) Mindscape - RPG £44.99

Love it for its brains, not for its looks.

### Discworld

(96: Classic) Psygnosis - Adventure Game £49.99

*Discworld* is possibly the best point-and-click adventure game ever made.

### Front Page Sports Baseball

(85: Recommended) Sierra - Sport £44.99

It takes all the best bits from all the best games and ends up being the best.

### Klik 'N' Play

(88: Recommended) Europress - Game Designer for Windows £39.99

Neat intuitive, and loads of fun.

### Novastorm

(40) Psygnosis - Shoot 'Em Up £44.99

Repeat ad nauseam: 'Pretty graphics doth not a game make.'

### Power Drive

(50) US Gold - Racing Game £39.99

Knock off 30 whole points for no two-player mode. Sod off *Power Drive*.

### Quarantine

(80: Recommended) Gametek - Shoot 'Em Up £39.99

An excellent blast and it looks good, too.

### Retribution

(45) Gremlin Interactive - Shoot 'Em Up £39.99

Not only is it a below average shoot 'em up, it has pretensions too.

## US Navy Fighters

(90: Classic) Electronic Arts - Flight Sim £44.99

If it had a multi-player facility, we would've given it 100. But it hasn't, so we won't.

### Warcraft

(75) Interplay - Strategy £39.99

Good, simple, addictive strategy game.

## Issue 23 - February 1995

### Alone In The Dark 3

(95: Classic) Infogrames - Adventure £44.99

The mega-stonkingly weird and wonderful final chapter in the *Alone In The Dark* trilogy.

### Cannon Fodder 2

(74) Virgin Interactive - Arcade/Strategy £34.99

Just more of the same, or is *Cannon Fodder 2* a significant improvement? Sensible returns with more 'fun with a gun'.

### Commander Blood

(81: Recommended) Mindscape - Adventure Game £44.99

It's French, and guess what? It's weird. Very weird. We try not to get at them for it... but this is just plain mad.

### Cyberia

(80: Recommended) Interplay - Adventure/Shoot 'Em Up £49.99

A contender for the 'Best-looking game of 1994' award. Tastier than treacle pudding with lashings of thick custard, and almost certainly better than *Rebel Assault*.

### Dragon Lore

(81: Recommended) Mindscape - Adventure £44.99

Cryo's epic multi-CD graphic adventure finally arrives. Is it just more French weirdness or is it actually a decent game?

### Hammer Of The Gods

(77) US Gold - Strategy £TBA

Nordic domination and general Euro-bashing in this simple but addictive strategy war sim from New World Computing.

### Kyrandia 3

(87: Recommended) Virgin - Adventure £44.99

Westwood's *Fables and Fiends* series makes it to number three, and this time you get to play the bad guy!

### Lion King

(71) Virgin - Platform Game £29.99

The smash-hit movie turns into a reasonable platform game. *PC Zone* good tip number one - just pretend your PC is a Mega Drive.

### NASCAR Racing

(84: Recommended) Virgin - Racing Sim £44.99

Papyrus follows up *IndyCar* with the popular American sport of driving round in circles.

### Noctropolis

(79) Electronic Arts - Adventure £44.99

For a change EA goes all weird, gothic and horrific in this unusual super-hero adventure.

### Ultimate Body Blows

(78) Team 17 - Beat 'Em Up £29.99

An Amiga conversion from Team 17. But don't be put off by that - it's actually quite good.

### Voyeur

(40) Interplay - Adventure £39.99

Not as pervy as you might think. Yes, there are suspenders and brassieres in it, but don't buy it hoping for nudity or naughtiness 'cos you won't find any (er well, not much, at least not enough to satisfy the male staff on *PC Zone*).

### Wing Commander III

(62) Electronic Arts - Flight Simulation £59.99

Four million dollars, Luke Skywalker and a well-known porn actress - a potentially interesting situation, if ever there was one.

## Issue 24 - March 1995

### Aladdin

(70) Virgin - Arcade £29.99

He leaps tall buildings, cuts through baddies with his scimitar and wears pointy slippers. He's Aladdin - who else?

### Dark Forces

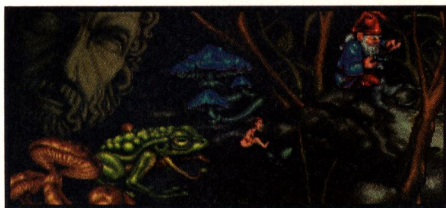
(95: Classic) LucasArts/Virgin - Action Adventure £54.99

The empire is finally Doom-ed, but is it better than the real thing? We bring you the first review of the game everyone's itching to get their hands on, in a special world exclusive, courtesy of LucasArts and Virgin.





# BUYERS' GUIDE



(Left) *Simon The Sorcerer*: at last, an adventure game with a sense of humour – albeit a bit Pratchett-esque.

## « Doom Clones: Head To Head

(55) Merit – Action Adventure £39.99  
We put Merit's *Dr Radiaki* up against Elite's *Virtuoso* and run for cover (well, Doom, actually).

### Hell: A Cyberpunk Thriller

(25) Gametek – Adventure £39.99  
It is: it isn't. If it's really this bad then start praying for forgiveness immediately.

### Kick Off 3: European Challenge

(70) Anco – Sport £29.99

The last Kick Off was an absolute nightmare. Has Anco finally got it together in Europe?

### King's Quest VII

(93: Classic) Sierra – Adventure £44.99

The latest point-and-click extravaganza from the Roberta Williams' school of mush-wushy, cutesy-wutesyness.

### Knights Of Xentar

(10) Megatech – Adventure £49.99

A plentiful lack of beat 'em up action strides onto the pc, courtesy of Megatech. Ouch!

### Monzoheranzan

(68) Mindscape – Role-Playing Game £TBA

Not a tasty lozenge that promises to clear your stuffy nose and soothe your sore throat, but a rather ordinary role-playing game.

### Metaltech: Earthsiege

(87: Recommended) Sierra – Simulation £39.99

Go stomping mad in this spectacular HERC-fest. Just one thing though, why have extravagant HERCs that walk when the terrain is flat?

### Realms Of Arkania: Star Trail

(85: Recommended) US Gold – Role-Playing Game £44.99

The sequel to the keenly received *Blade Of Destiny* finally makes it onto CD-ROM. Hip, hip...

### SuperKarts

(82: Recommended) Virgin – Action £TBA

The most fun you can have with your bum an inch off the ground, when wearing a crash helmet and clad in brightly-coloured leather.

### TIE Fighter: Defender Of The Empire

(73) LucasArts – Space/Action £19.99

Two new missions and a new ship. What ever will they think of next?

### Wings Of Glory

(78) Electronic Arts – Flight Sim £TBA

Chocks away as Origin reach for the skies to do battle with the Hun, chaps with 'taches and every other WWI flight sim ever created.

## Issue 25 – April 1995

### 8C Racers

(62) Core Design – Racing Sim £34.99

Best described as a kind of *Chuck Rock* meets *Super Mario Kart*. Sadly, the clash of these two mega-games hasn't proven to be that good.

### Big Red Adventure

(70) Core Design – Adventure £39.99

This is the follow up to *Nippon Safes*... arrgh, keep it away! Hang on a minute, though, *Big Red Adventure* looks like it could be quite good.

### Bioforge

(95: Classic) Electronic Arts – Action Adventure £44.99

The first 'real' interactive movie? Or is it just another game that looks like *Alone In The Dark*?

### Descent

(94: Classic) Interplay – 3D Shoot 'Em Up £44.99

Could this be the game to finally knock *Doom* off the top spot? The fabulous 3D game from Interplay arrives at last.

### Heretic

(78) ID/Raven – 3D Shoot 'Em Up £39.99

'Doom-in-tights.' Can a fighting fantasy version of the greatest game of all time, ever, ever, really be better? Er, no.

### Iron Assault

(57) Virgin – 3D Shoot 'Em Up £34.99

A distinctly average 'big robot' game joins the ranks of other distinctly average 'big robot' games on the pc.

### Legions

(65) Mindscape – Strategy Wargame £34.99

This is definitely one for the Hex-heads, this is. It's intense, ludicrously strategic and it runs under Windows. Eek!

### Lost Eden

(76) Virgin – Adventure £34.99

Cryo's dinosaur game finally arrives a year after it was unveiled. It's a bit like *Jurassic Park* meets *Dragon Lore*.

## Issue 26 – May 1995

### Atari Action Pack

(50) Activision – VCS Atari Compilation £24.99

This compilation includes lots of really ancient Activision Atari VCS games, all for Windows and all on one cd. So what's it like? Well, it's like a time machine that takes you somewhere a bit crap!

### Cyclones

(78) Mindscape – Adventure £44.99

Yet another *Doom* clone – but not a bad one by any means – from the team that brought us both *Heretic* and *Shadowcaster*.

### Football Glory

(60) Kompart – Sports £TBA

Q: When is *Sensible Soccer* not really *Sensible Soccer*?

A: When it's a not-quite-so-good copy called *Football Glory*.

### Guilty

(58) Psygnosis – Adventure £39.99

Sequel-ola. *Guilty* is the follow up to the awful *Innocent Until Caught*, and it's significantly better, but still not brilliant.

### Jungle Strike

(79) Gremlin – Shoot 'Em Up £39.99

Another sequel... this time, the sequel to *Desert Strike*. But this shoot 'em up is bigger, more varied and harder than the original. Not bad at all.

### NBA Live

(90: Classic) Electronic Arts – Sport £44.99

EA Sports awakens from a period of dormancy with this absolutely corking basketball arcade game – the best of its type around.

### Renegade

(75) SSI – Space Sim £44.99

SSI's *TIE Fighter/Wing Commander* wannabe in glorious svga. A surprisingly playable space warfare game.

### Rise Of The Triad

(82: Classic) US Gold and PD Selections – Adventure £39.95

Some love it and some hate it... but of the *Doom*-alikes, this is one of the best.

### Super Frog

(40) Team 17 – Platform £19.99

A platform game with a frog in it... Uh-huh. Okay.

### Tank Commander

(60) Domark – Simulation £39.99

A budget-style tank game at full price. If you've got more money than sense, you'll really love it!

### Woodruff and the Schnibble of Azimuth

(75) Sierra – Adventure £39.99

A weird adventure game from Sierra. A wonderfully deceptive adventure with comic-book feel!

### X-COM

(94 Classic) MicroProse – Strategy £44.99

The first *X-COM* was absolutely brilliant. This sequel is even better still.

## Issue 27 – June 1995

### Blind Date

(25) Domark – Adventure £39.99

Chris had a jolly splendid time reviewing last month's 'interactive-try-to-get-laid-simulator'. What will the softies come up with next?

### Full Throttle

(92: Classic) LucasArts/Virgin – Adventure £49.99

Hooray for LucasArts adventures. Big, tough guy biker stuff this time. Splendid.

### Flight Of The Amazon Queen

(50) Warner Interactive – Adventure £39.99

This tries desperately to be a LucasArts adventure but fails quite miserably. Naff.

### Hardball 4

(83: Recommended) Accolade/Warner – Arcade/Sports £39.99

Returning May's theme of 'sequels', Warner Interactive brings us the fourth *Hardball*. Surely Warner have to call it quits now?

### High Seas Trader

(62) Impressions – Strategy/Simulation Game £39.99

Affectionately referred to as 'High Street Trader' in the *PC Zone* office, this is the latest strategy offering from Impressions.

## Magic Carpet: Hidden Worlds

(80: Recommended) Bullfrog – Arcade/Strategy £19.99

A sort of add-on thingy for *Magic Carpet* with lots of snow. The trouble is though, it's completely and utterly, stupidly, bloody hard.

### PyroTechnica

(69) Psygnosis – 3D Shoot 'Em Up £29.99

A very poor *Descent*-wannabe from Psygnosis. Fortunately though, it's considerably cheaper.

### Psycho Pinball

(78) Codemasters – Arcade £44.99

Pinball from Codemasters. Some nice tables. Some nice music. Sorted.

### Slipstream 5000

(88: Recommended) Gremlin Interactive – Arcade/Shoot 'Em Up £39.99

*Slipstream* is a three-dimensional-fabby-whizzo racing/shooting/speedy thing from Gremlin. Splendid stuff, and better than boring, run-of-the-mill racing games.

### Star Trek: TNG – "A Final Unity"

(94: Classic) MicroProse – Adventure £49.99

Yes, it may have a ridiculously long title, but this is, without a doubt, the best game to bear the *Star Trek* name so far.

### Super Streetfighter II Turbo

(90: Classic) Gametek – Beat 'Em Up £39.99

*SSFII Turbo* is one of the best arcade conversions ever seen on the pc.

### Ticonderoga

(78) Mindscape – Naval/Strategy £44.99

Silly name but a damn fine naval strategy game. Lovely graphics and splendid cd bits.

### Virtua Chess

(85: Recommended) Titus – Strategy £44.99

Snazzy 3D svga chess thingy from Titus, France. This one's different looking and with a ninja bastard brainbox.

### Warriors

(85: Recommended) Mindscape – Beat 'Em Up £39.99

What, yet another beat 'em up? Anyone would think there's a shortage of 'em or something.

## Issue 28 – July 1995

### 1830

(68) US Gold – Board Game £39.99

Set in the early years of American colonisation, a sort of *Railroad Tycoon* meets *Risk*. Strictly for those of transpostror persuasion.

### Alex Dampier Pro Hockey

(66) Merit Software – Sports Sim £39.95

Ice hockey sim with *FIFA*-style viewpoint, but impossible control system, and comes no where near *NHL Hockey '95*.

### Alien Breed: Tower Assault

(81) Team 17 – Shoot 'Em Up £29.99

The sequel to *Alien Breed*, but superior to the pc version of the original. Great graphics and frenzied, addictive shooty action.

### Brett Hull Hockey '95

(73) Accolade/Warner – Sports Simulation £39.99

Top-down ice hockey game, which doesn't match the king of ice hockey sims, *NHL Hockey '95*, but betters *Alex Dampier Pro Hockey '95*.

### Chaos Control

(40) Phillips/Infogrames – Shoot 'Em Up £39.99

Unbelievably terrible futuristic FMV shoot 'em up that was passable on CD-i, but should never have seen the light of day on pc.

### Command & Conquer

(95: Classic) Virgin – Strategy Adventure £44.99

*Dune 2* meets *Cannon Fodder* in this brilliant game of soldiers. It's without doubt one of the best of its genre around right now.

### Daedalus Encounter

(58) Virgin – Adventure £44.95

Interactive movie game that fails to make the grade – and, for what it's worth, stars Tia Carrere, the babe from *Wayne's World*.

### Dominus

(42) US Gold – Strategy Game £39.99

Fantasy battle game with good graphics and comprehensive interface but lacking that vital ingredient – gameplay.

### Frontier: First Encounters

(78) Gametek – Space Strategy Simulation £39.99

Disappointing enhanced version of *Elite II*, which is also bugged to jiggery.

## Jagged Alliance

(72) Mindscape – Strategy Game £39.99

*Risk* meets *Syndicate* in this strategy battle jaunt. It's not groundbreaking or particularly original but quite good fun all the same.

### Loadstar

(35) BMG Interactive – Shoot 'Em Up £34.99

Dreadful FMV shoot 'em up not worth the paper its manual was printed on.

### Machiavelli The Prince

(89) MicroProse – Strategy Game £44.99

*Colonization*-style sim packed with political intrigue, assassinations, plagues, pirates and a unique play by e-mail feature.

### Man Utd: The Double

(71) Krisalis – Sports Sim £29.99

The best *Manchester United* game yet, but it's still not a patch on the excellent *Sensible Soccer* of this world.

### Sim Tower

(70) Maxis – Strategy Game £39.99

Basically *Sim City* viewed from the side with the emphasis on tower blocks, but not as addictive – and the presentation is dire.

### Virtual Pool

(91: Classic) Interplay – Sports Sim £44.99

Superb gameplay and 3D graphics, complete with a multi-player network option. This is about as close to a real game of pool as you can possibly get.

## Issue 29 – August 1995

### Civil War

(83: Recommended) Empire – Strategy Game £44.99

The sequel to *Fields Of Glory*, and jolly nice it looks too.

### FX Fighters

(93: Classic) Philips/GTE – Beat 'Em Up £39.99

The closest thing to *Virtua Fighter* on the pc, and by far the best beat 'em up you can buy.

### Hi-Octane

(83: Recommended) Bullfrog/Electronic Arts – Racing Game £39.99

Bullfrog surprises everyone by releasing a racing game, and surprises everyone even more by not saying anything about it until it's nearly finished. Hmm.

### Micro Machines 2

(92: Classic) Codemasters – Racing Game £44.99

A brilliant, simple and effective racing game with a rather nifty little track designer thrown in for good measure.

### Orion Conspiracy

(36) Domark – Adventure Game £39.99

Domark unveils what has to be the worst-scripted computer game ever conceived.

### Perfect General 2

(82: Recommended) Mirage Software – Strategy Wargame £44.99

Hex-tastic strategy game for those of you who really like your wargames intense.

### Picture Perfect Golf

(30) Empire – Sports Sim £44.99

Pretty bloody naff. But hey, if you want to look at nice, digitised pictures of a golf course, this is well worth the dosh.

### Prisoner Of Ice

(88: Recommended) Infogrames – Adventure £44.99

The second in the *Cthulhu* range – and it's a stonker of a point-and-click adventure.

### Scottish Open Golf

(60) Core Design – Sports Sim £39.99

Core Design finally releases its 3D virtual golf thing. There are some okay bits and some pretty nob bits. Unfortunately, it's the nob bits that win through.

### Silverload

(7) Millennium/Psygnosis – Adventure Game £39.99

Millennium and Psygnosis team up to produce an adventure which is truly... quite awful.

### Striker 95

(62) Time Warner – Sports Sim £34.99

A football game that looks really fab and groovy, but doesn't quite cut it in the gameplay stakes.

### Ultimate Doom

(90: Classic) GT Interactive – Shoot 'Em Up £29.99

The original *Doom* re-packaged with an extra episode. Is it another classic or just a colossal rip-off?



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(Right) *IndyCar Racing*: great graphics and playability make this the best ever driving game.

(Far right) *Sam & Max*: The clue's inside the cat. Rip its head off! (Sick, or what?)



**Vortex**  
(80: Recommended) Warner Interactive – Interactive Movie £39.99  
It's an interactive movie. No, it's a game. It's an interactive movie. No, it's a game. Arrghh!!!

## Issue 30 – September 1995

**Across the Rhine**  
(86: Recommended) MicroProse – Strategy £44.99  
If you're a propeller head you'll think it's the dog's gonads. If you're a bit of a thick, you'll still like it, once you work your way through the laborious manual, that is.

**Action Soccer**  
(50) UbiSoft – Football Sim £34.99  
It had potential, but ultimately *Action Soccer* seems to have been relegated to the ranks of 'another crap footie game'.

**Air Power**  
(84: Recommended) Mindscape – Flight Sim £44.99  
Rowan teams up with Mindscape and chucks in all the best bits from its other flight sims, to make up a sort of fantasy strategy game, which is really pretty groovy.

**AIV Networks**  
(80: Recommended) Infogrames – Business Sim £44.99  
A business sim for people who love trains. (Yee gods! What next?)

**Dungeon Master 2**  
(59) Interplay – Role Playing Game £44.99  
It came out late and it wasn't worth the wait. Disappointingly out-dated and old-fashioned.

**Last Dynasty**  
(45) Sierra – Space Combat Sim £44.99  
A good *Windows*-based adventure game, which is completely ruined by crap combat sections.

**Lords of Midnight**  
(60) Domark – Adventure £44.99  
Another very old game that's been given the sequel treatment – our reviewer said it was the biggest let-down since that leak in his inflatable Claire Rayner.

**Sim Town**  
(81: Recommended) Maxis – Simulation £29.99  
Fun and educational in equal measures. But even better, you can make people say rude things when they're pissed off.

**Simon The Sorcerer 2**  
(84: Recommended) Adventure Soft (UK) – Adventure Game £44.99  
Simon returns with DMs and long hair. Even though Chris Barrie hasn't done the voice this time, it's still a bloody good talkie adventure.

**Space Quest 6**  
(70) Sierra – Adventure Game £44.99  
Trite adventure completely devoid of humour. *Space Quest* fans will love it!

**Terminal Velocity**  
(80: Recommended) US Gold – Shoot 'Em Up £44.99  
Very good 3D engine, wearing a pair of rather unoriginal, unaddictive 'game-play trousers'.

**US Marine Fighters**  
(92: Classic) Electronic Arts – Flight Sim £19.99  
Absolutely brilliant. The only thing that prevented us giving *US Marine Fighters* 100 per cent was the lack of a network facility.

## Issue 31 – October 1995

**EF2000**  
(97: Classic) Ocean/DID – Flight Sim £49.99  
Something for everyone. The best balance between simulator and game, ever.

**Fade To Black**  
(94: Classic) Electronic Arts – Arcade Adventure £44.99  
A corking follow up to *Flashback*, with lots of spinnny-aroundy polygon bits, morphing monsties and big guns.

**The Need For Speed**  
(89: Recommended) Electronic Arts – Racing £44.99  
There's no need to buy a 3D now this has made it to the PC! This sits somewhere between *Screamers* and the forthcoming *FIGP2*. We love the splendid crashes!

**Apache Longbow**  
(96: Classic) Digital Integration – Sim £39.99  
The best helicopter sim around; although *Comanche* looks better, nothing comes close to matching the mixture of spot on handling, tactics, networking and atmosphere.

**Buried In Time**  
(77) US Gold – Interactive Movie £44.99  
The sequel to *The Journeyman Project* is a tad too lengthy; technically it's great but it's lacking the elements of truly enjoyable gameplay.

**MechWarrior 2**  
(88: Recommended) Activision – Board Game £49.99  
Mayhem! Go on a stomping frenzy encased in a massive armour-plated robot body. Good, hard-hitting fun with plenty of missions and a good difficulty curve.

**Blown Away**  
(19) Instant Access – Interactive Movie £39.99  
A pretty crap game of a pretty crap film.

**Cyberbykes**  
(10) Gametek – Shoot 'Em Up £24.99  
It came, it saw, it sucked. Ideal as a present for someone you don't like.

**Lemmings 3D**  
(71) Psygnosis – Puzzle Game £39.99  
We've seen it all before; all that's new is that it's now from a different angle. Yawn.

**Player Manager 2**  
(45) Anco – Sport £34.99  
Visually stunted, it's difficult to control the ball. What else? Oh, it's one to avoid.

**Championship Manager 2**  
(92: Classic) Domark – Sport £44.99 (TBC)  
Every other football management game is just that – a game – but this one becomes 'real life'.

## Issue 32 – November 1995

**AI Unser Jr Racing**  
(60) Mindscape – Racing Game £29.99  
It has all the features you'd expect from a racing game but ultimately it's fun for only a limited time.

**Ascendancy**  
(93: Classic) Virgin – Strategy £39.99  
More than just another space-based strategy game, this has got all the best bits of every god/strategy/warfare game available. A word of warning though, get stuck into this and you can say goodbye to your social life.

**Battle Beast**  
(68) 7th Level – Beat 'Em Up £29.99  
A cartoon beat 'em up with great animation, cut scenes and special effects – it looks great, but as for gameplay – forget it.

**Burn/Cycle**  
(85: Recommended) Philips – Interactive Adventure £44.99  
One of the best interactive adventures we've seen; good pacing, sharp plot and plenty of variety combine to make it outstanding.

**Crime Patrol & Gamegun**  
(70) American Laser Games/Mirage – Shoot 'Em Up £39.99  
It won't take you long to exhaust the fun factor of *Crime Patrol*, but the gun is compatible with some other games and as a bundled package it's really not bad value.

**Darker**  
(62) Psygnosis – Shoot 'Em Up £39.99  
Mediocre 3D blast 'em up with nice smooth polygons, lots to shoot at, but not much more.

**Fatal Racing**  
(88: Recommended) Gremlin Interactive – Racing £TBC  
*Ridge Racer* meets *Stunt Car Racer*... as long as you've got a Pentium, of course.

**Magix Carpet 2**  
(92: Classic) Electronic Arts – Shoot 'Em Up £44.99  
It sent our reviewer into a frenzy! The classic game is now even better, with new monsters and a new graphical style which includes scary night-time bits – totally addictive.

**NHL Hockey 96**  
(90: Classic) Electronic Arts – Sport £44.99  
This uses Electronic Art's new 'Virtual Stadium' technology (used in *FIFA Soccer* to make it look so flash). One of the nicest-looking sports games we've reviewed for ages.

**PGA Tour 96**  
(94: Classic) Electronic Arts – Sport £44.99  
New and improved! Now includes two new Championship courses, you can play as or against 14 actual photo-realistic pros, there's a new picture-in-picture view... need we go on? The best golf game just got better.

**Pitfall: The Mayan Adventure**  
(70) Activision – Platform £44.99  
Conversion of the ancient Atari vcs platform game; nothing special but still fairly addictive.

**Primal Rage**  
(82: Recommended) Time Warner Interactive – Beat 'Em Up £39.99  
*Jurassic Park* for psychopaths – yep, dinosaurs a-plenty, good gameplay and graphics. Should appeal to *Mortal Kombat* or *Street Fighter* fans.

## Issue 33 – December 1995

**Alien Odyssey**  
(77) Philips – Space Adventure Game £44.99  
A sort of cross between *Bioforge* and *Cyberia*, with the odd *Star Wars* reference thrown in; overall a pretty adventure which plods a bit.

**Battle Isle 3: Shadow Of The Emperor**  
(93: Classic) Blue Byte – Strategy £45.99  
The third and possibly final instalment of one of the most highly respected strategy games of all time. Certainly worth checking out.

**Comanche Vs Werewc/!**  
(88: Recommended) Novalogic/US Gold – Helicopter Flight Sim £39.99  
The sequel takes the original game and chucks in a completely new one for good measure. Maybe not the best helicopter flight sim, but there's plenty to recommend it.

**Crusader**  
(91: Classic) Electronic Arts – Blast 'Em Up £49.99  
Action, adventure, people getting their heads blown off – bloody excellent.

**Destruction Derby**  
(90: Classic) Sony Interactive – Racing Game £44.99  
The PlayStation game where you can smash yourself and others to pieces comes to the PC... Plenty of network options, five different ways to play, superb graphics – need we say more?

**FIFA '96**  
(84: Recommended) Electronic Arts – Sport £44.99  
If you already own last year's *FIFA* and you like it, this is worth buying. But if you want a simple and easy-to-control system look elsewhere.

**Mortal Kombat 3**  
(90: Classic) GT Interactive – Beat 'Em Up £44.99  
This is the best two-dimensional beat 'em up you'll find anywhere right now. Make damn sure you enjoy it while it lasts.

**Navy Strike**  
(90: Classic) Empire Interactive – Naval Sim £44.99  
Two games in one: a flight sim and a military command sim. You pilot a jet fighter – and once the atmosphere kicks in you're hooked.

**Phantasmagoria**  
(50) Sierra – Adventure £49.99  
A brave effort (spanning seven CDs!) but the interactive part is a bit ambitious. It looks good but that's about it.

**Road Warrior**  
(61) Gametek – Driving Game £39.99  
The sequel to *Quarantine* is nothing to write home about, despite the good graphics.

**Screamers**  
(89: Recommended) VIE – Driving Game £29.99  
Stunning looking super speedy arcade racer with six different tracks, six different cars (manual or auto) and three different skill levels.

**Worms**  
(84: Recommended) Ocean – Strategy £34.99  
A cross between *Lemmings* and *Cannon Fodder*. Four people can play at once, there's lots of weapons and features, and the levels are generated afresh each time you play – good fun.

**Withaven**  
(88: Recommended) US Gold – Arcade/Role-Playing Game £29.99  
Packed with spells and potions, the usual network/modem options, impressive graphical effects – and if you're looking for gore you've found it. Sick, twisted and violent – we like it.

## Issue 34 – January 1996

**Actua Soccer**  
(92: Classic) Gremlin Interactive – Sport £TBC  
Ranking alongside *Command & Conquer* as the office favourite at the moment, this is currently the best footie game on the PC thanks to excellent gameplay and a fantastic 3D polygonised pitch arrangement.

**Entomorph**  
(78) Mindscape – Role-Playing Game £44.99  
If you've already got a copy of *Ultima VII* and fancy something similar in style, *Entomorph* is worth a look. It's got a fairly engrossing storyline, although the presentation is somewhat lacklustre.

**Fighter Duel**  
(65) Philips Media – Flight Sim £39.99  
There's very little to say about this game as there's actually very little to it – don't expect it to keep you riveted to the screen; even what little scenery there is is dull.

**F1 Grand Prix Manager**  
(85: Recommended) MicroProse – Racing £44.99  
One of the most imaginative management simulations around – certainly the best Grand Prix one available, but then it's the only one.

**Frankenstein: Through The Eyes Of The Monster**  
(79) Interplay – Adventure £44.99  
Starring Tim Curry, this is an excellent gothic adventure. The puzzles are challenging, the storyline is cleverly structured, the visuals are sumptuous, but sadly it's hampered by a dodgy interface which makes it difficult to navigate your way through the locations.

**IndyCar 2**  
(90: Classic) Papyrus/Virgin – Racing £34.99  
Polygonastic with absolutely glorious svga graphics. If you already own *IndyCar 1*, hold out for *FIGP2* instead. But if you don't, buy this one. Oh, but if we're really honest here, you ought to try to afford *FIGP2* as well.

**Mortal Coil**  
(50) Vic Tokai/Virgin – Strategic Shoot 'Em Up £34.99  
Is this yet another *Doom* clone? It basically involves loads of shooting everything you see from a 3D perspective. A great idea on paper, but it's let down by poor graphics and voiceovers (even with the dubious talents of Dani Behr) – you may well prefer *Hexen*.

**Pinball World**  
(77) 21st Century Entertainment – Pinball £44.99  
For some reason there seems to be more pinball and footie games coming out than you could possibly want, and although you've got a choice of table layouts (which you don't really need anyway) it doesn't really offer anything markedly different.

**Pro Pinball: The Web**  
(90: Classic) Empire Interactive – Pinball £34.99  
Don't discount this game because it only features one table as it's packed with goodies, you can see the table in its entirety or from six different viewpoints, it's realistic (you can nudge the table from either side as well as the bottom), and it's got a totally stonking soundtrack as well.

**Rebel Assault II**  
(90: Classic) LucasArts/VIE – Shoot 'Em Up £49.99  
If you can't see what all the fuss about *Star Wars* is about or you didn't like the original *Rebel Assault*, chances are you won't like this. But if you're a die-hard *Empire/Rebel* fan, you'll love it. Of course solid action, 'real' live action bits, bloody gorgeous graphics and a corking storyline go some way to recommend it as well.

**Sensible World Of Soccer**  
(60) Warner Interactive – Sport £39.99  
We waited a long time for this one. It's got some management bits, some nice rendered cut-scenes and commentary, but it's still not a patch on *Actua Soccer*.

**Stonekeep**  
(76) Interplay – Role-Playing Game £44.99  
It looks a bit dated (mainly because it's flick-screen), but in its favour it has a nice, easy-to-handle control method, a wide variety of levels to keep you interested and a very thoughtful experience system which allows your character(s) to become more skilled with their weapons the more they use them.

**Su27 Flanker**  
(95: Classic) Mindscape – Flight Simulation £44.99  
Developed by Russian pilots, this is all about one of the scariest aircraft ever built. It's no lightweight 'hop in and pole around the sky' type product, but unfortunately it's let down by a lack of network or serial link multi-play facility. If you want a comparison it's better than *EF2000*, *MIG29* and *Tornado*.





(Left) *Theme Park: Sim City* eat your heart out.

## « The Dig

(87: Recommended) LucasArts/VIE – Adventure £44.99

Another offering touched by the hand of Spielberg. It's a proper adventure with a proper story, a cut above your usual sci-fi adventure stuff. And it's got great music.

**Tilt**  
(80: Recommended) Virgin Interactive – Pinball £TBC  
You get six tables to choose from (including Monster, Funfair, Gangster, Sci-Fi, Myst and Majik). It doesn't have the depth of the single table in *The Web*, but it's good all the same.

**Williams Arcade Classics**  
(90: Classic) GT Interactive – Various £29.99  
Worth buying for an arcade-perfect version of *Defender* alone, this '80s compilation also includes *Robotron 2084*, *StarGate Defender 2*, *Joust*, *Bubbles* and *Sinistar*. The graphics obviously aren't too hot given the age of the titles, but don't hold that against it.

**WipeOut**  
(78) Sony Interactive – Racing £44.99  
Winging its way directly from the PlayStation, this game of anti-gravity racing with floating cars seems to have lost something in the conversion; play it on anything other than a Pentium and you can kiss the PC version's smoothness and graphical details goodbye. Top marks for the brilliant soundtrack though.

## Issue 35 – February 1996

### Battleground Ardennes

(84: Recommended) Empire Interactive – Wargame £40 (TBC)

One for the serious strategy heads among you – hex-wargaming finally gets updated for the '90s. (NB: You'll need Windows 95 to play it.)

**Beavis and Butt-head**  
(87: Recommended) Viacom New Media – Point-and-click Adventure £39.99

Fans of the gruesome twosome will love this game (but avoid it if you're not as it's unlikely to appeal). Plenty of puzzle-solving and a hilarious script – it's like being in control of your very own *Beavis and Butt-head* episode.

**Extreme Pinball**  
(65) Electronic Arts – Pinball Game £39.99

So what did our reviewer make of the 'proper' version of *Epic Pinball*? He had one word for it: "Aaaarrggghh!" If you're after a top quality pinball game, buy *Pro Pinball: The Web* instead.

**Quest For Fame**  
(80: Recommended) IBM – Music RPG £49.95  
Air guitar rules! Pick up the plastic plectrum and join Aerosmith for a riff extravaganza as you try to make it from unknown musician to mega rock 'n' roll star – if you succeed you get to play with the band themselves!

**Terminator: Future Shock**  
(85: Recommended) VIE – Strategic Shoot 'Em Up £39.99  
The third title in the *Terminator* series, this has plenty of action and atmosphere, as well as one of the best 3D engines around.

**The 11th Hour**  
(67) Trilobyte/VIE – Adventure/Puzzle Game £TBC  
The sequel to *The 7th Guest* has been a long time coming – unfortunately it wasn't really worth the wait. It's not really that different either, apart from the addition of a 'treasure hunt' challenge. But then if you really, really like puzzles you may find that this game is pretty playable.

**The Hive**  
(78) Funsoft UK – Shoot 'Em Up £39.99  
A pre-rendered blastathon which is a bit like *Rebel Assault*, only without the good bits.

**This Means War!**  
(89: Recommended) MicroProse – Strategy Wargame £44.99

Strategy, action and lots of futuristic stuff, a sort of *Command & Conquer* meets *Transport Tycoon*. It's slower *C&C*, but addictive once you've got to grips with all the options.

**Virtua Fighter Remix**  
(89: Recommended) Sega/Datrotech – Beat 'Em Up £varies, bundled with Diamond Edge graphics card  
Evriar, stunning visuals with excellent detail on the players – but in the gameplay stakes it doesn't quite match up to *Mortal Kombat 3* or *Street Fighter II Turbo*.

### Virtual Karts

(71) MicroProse – Arcade Racing Game £TBC

MicroProse have cleverly applied the word 'virtual' to the title – but don't ask why, 'cos the karts don't handle like karts and the hi-res graphics are jerk-tastic.

**William Shatner's TekWar**  
(58) Capstone/US Gold – Shoot 'Em Up £39.99  
What a pity, as this is just a *Doom* clone, and we reckon you could probably quite happily live without it... (Sorry Will!)

**Wing Commander IV**  
(85: Recommended) Origin/Electronic Arts – Space Combat Sim £TBC

The filmed sequences apparently cost over eight million dollars – and it shows, as they really are very impressive. Unfortunately though, despite a genuinely interesting plot, strong storyline and the fact that *Wing Commander IV* is the most cinematic gaming experience you'll find, the gameplay's seriously lacking. You'll also need a mighty meaty PC to play it on.

## Issue 36 – March 1996

### Absolute Zero

(70) Domark – Space Shoot 'Em Up £39.99  
Don't even consider this one unless your PC's got a serious amount of spare hard disk space – our reviewer found that it needed 20MB just to have the menu running at optimum performance! It's all a bit of a shame really, as this could have been an entertaining variation on the *Wing Commander/Elite* genre: it's got loads of ground-based missions, various different characters, some fairly complex mission objectives, svga spaceships, alien monsties, a big plot twist... but it's also got bland scenery and a pretty disappointing frame rate. To sum up, it's *Wing Commander* on the rocks.

**Civilization 2**  
(90: Classic) MicroProse – Strategy £44.99

This is basically an enhanced version of the first game, but the combat's been tightened up and plenty of new units and advances have been added, as well as 'hit points' – even die-hard fans of the original will find that there's still a lot to learn. Of course the biggest difference is that *Civilization 2* is completely 3D – although moving up a perspective can make things cluttered and sometimes hard to follow at times, especially if you use the option to have multiple windows open at once. (NB: Windows 95 or 3.1 with WinG required.)

### Firestorm: Thunderhawk 2

(60) Core Design – Helicopter Sim £TBC  
The Sega CD helicopter blaster gets updated for the PC – although we're not really sure why they bothered. Although its got arcade-style controls it's even less realistic than most games of its type, and it's totally spoilt by a haphazard viewpoint – one minute the sky's empty, the next you've got something right in front of you. Even worse, targets that you lock onto can vanish from sight as you fire. This means you end up shooting from a stationary position, making you more vulnerable to attack and, basically, ruining the game.

### Formula One Grand Prix 2

(95: Classic) MicroProse – Racing £44.99  
Our reviewer called this an absolute masterpiece – even menu screens, sub-menus, pre-race options and set-up screens can keep you happily occupied for ages. If you want the options and textures in their full glory you'll need a Pentium, but even in low-res it looks great. The attention to detail is amazing thanks to Geoff Crammond's perfectionism, and the physics of the game engine are outstanding – give up your social life now!

### Police Quest: SWAT

(83: Recommended) Sierra – Adventure £49.99  
Daryl Gates makes a welcome return with what has to be the best game in the *Police Quest* series. It's a different and enjoyable twist on the traditional adventure game – in fact, the only thing holding it back from a classic rating is a lack of compatibility with a light gun.

### Rayman

(76) UbiSoft – Platform Game £TBC

From the Sony PlayStation come cutesy Disney-esque sprites, silky smooth parallax scrolling and colourful backgrounds with 68 levels; however, there aren't any that clever puzzles or particularly taxing levels, just nice graphics and a learning curve that veers from easy-peasy to annoying. Sorry Rayman, but despite the good presentation, you're ultimately a bit limited and pretty linear.

**The Beast Within: Gabriel Knight 2**  
(88: Recommended) Sierra – Adventure Game £44.99

Admittedly *The Beast Within* isn't perhaps the most difficult game you'll ever play, but as an interactive movie it's brilliant. The acting is great, the FMV scenes contribute beautifully to the atmosphere and the plot gets increasingly complex and engrossing. Excellent!

**Time Gate**  
(84: Recommended) Infogrames – Arcade Adventure £44.99

From the team that brought us *Alone In The Dark* comes something that looks like erm... *Alone In The Dark*, but set back in the days of the Knights Templar. However, there are some annoying inconsistencies, downright infuriating puzzles, items that are impossible to pick up, and it's easy to miss things, on top of that you'll find yourself saving furiously because you keep getting brutally killed when you least expect it. If you like *ATD*, you'll like this as it's almost exactly the same – which is why we haven't given it a higher score.

### Warcraft 2: Tides Of Darkness

(82: Recommended) Zlabac – Strategy £44.99  
Despite a dodgy AI, *Warcraft 2* is very addictive and enjoyable – and it's even better still if you can take advantage of the multi-player option and play over a network. All in all, a definite 'must-buy' for anyone who liked the original.

## Issue 37 – April 1996

### Allied General

(83: Recommended)SSI/Mindscape – Wargame £44.99

The follow-up to the highly successful *Panzer General*. Not much different, although the interface has been enhanced and thanks to Windows you can have any resolution you like. The ground scale is a bit haphazard and varies too much from scenario to scenario, but on the whole *Allied General* should find favour not only with wargamers but with casual wargamers as well. Simplistic yes, but there's far more to this game than most of its genre. (NB: Windows 95 required.)

### Battleground Gettysburg

(87: Recommended) Empire Interactive – Strategy Wargame £39.99

The second in the *Battleground* series delivers an excellent feel for the Gettysburg battles (1-3 July 1863). What's more, the QuickTime movies really are a visual treat, the sound effects are excellent, and if you get stuck there's a comprehensive manual and a Quick Start guide. *Gettysburg* is well-produced and highly playable – hex-head wargamers will love it. But, you'll need 130MB hard disk space for full installation, or 60MB otherwise. (NB: Windows 95 required.)

### Big Red Racing

(87: Recommended) Domark – Racing Game £TBC

This is rather like a first-person perspective *Micro Machines*. It's brilliant fun, with 24 huge courses (including Mars, Venus, Moon and water) and there are loads of vehicles to choose from (snow ploughs, big foot monster trucks, Florida 'swampmaster' semi-amphibious propeller boat things...). You can even recreate *The Italian Job* bombing round Italy in a Mini!

### Comix Zone

(68) Sega – Beat 'Em Up £29.99  
Seriously tedious beat 'em up from Sega's newly-founded PC team in which you take on the role of a cartoonist trapped inside a comic book. Yawn, snore, etc.

### Descent 2

(90: Classic) Interplay – 3D Shoot 'Em Up £TBC  
Hardened *Descent* players will find adequate new perils to test them, but the game's well-paced enough for newbies. There are new weapons, monsties and great sound effects, plus 'Capture The Flag' team games where you can take sides and co-ordinate tactics to overcome your rivals. Overall it's a fun, involving and addictive game. If you loved the original, you'll be totally besotted with this one.

### Ecco The Dolphin

(55) Sega – Arcade £29.99  
The Mega Drive game from a few years ago. Unfortunately, even the pretty animation can't save it from being totally boring. Next!

### Extreme Games

(70) Psygnosis – Sport £29.99  
The PlayStation 'trendy sports' game involving mountain bikes, skateboards, in-line skates and street luges, but the PSX version has excellent graphics and the animation is much, much better – it's too slow on a P133 and even with the detail switched down it plods along, thus destroying any enjoyment factor it might have had.

### Ian Botham International Cricket

(78) Beam Software – Sport £34.99  
Surprisingly good simulation of one of the world's dullest sports. It's not as playable as the SNES version and has embarrassingly cheap and tacky FMV footage – essentially though it's playable and a good laugh.

### NBA Live 96

(85: Recommended) Electronic Arts/EA Sports – Sport £44.99

It's basketball's turn for EA's Virtual stadium treatment, which means four different angles for each camera. It's fast, with intuitive controls, reasonably well-animated player sprites as well as being playable in both one- and two-player modes. The in-game graphics are a bit muted and it can be hard to follow the ball when the game gets crowded but it's very playable all the same. There are three levels of difficulty and an option to play exhibition games or a full game season, plus arcade, simulation and custom modes.

### Resurrection: Rise 2

(73) Acclaim/Mirage – Beat 'Em Up £44.99  
Far better than the original, but a long way from being a classic. It borrows from other established beat 'em ups: it's got *Street Fighter*'s projectile weapons, *Mortal Kombat*'s death moves and the super-combo moves of Nintendo's *Killer Instinct*. It appears to have everything – moves, hordes of characters and secret warriors, bonus levels – but it doesn't have the same addictive gameplay. When you kick and punch the blows don't 'connect', and what's the point of a beat 'em up where you don't feel that you're inflicting any grief?

### Tempest 2000

(85: Recommended) Atari – Arcade £29.99  
Atari's 15-year old game revamped with a kicking techno track. You have to defend your tunnel by shooting at the enemy craft trying to invade your space – but don't be deceived by the simplicity of it, it's not as easy as it sounds. Hours and hours of classic arcade fun.

### Tomcat Alley

(34) Sega – Flight Simulation £29.99  
Repetitive gameplay, dodgy graphics. Ugh!

### Top Gun

(92: Classic) MicroProse – Flight Simulation £TBC  
Excellent, apart from dodgy misleading views and a frame rate in hi-res which is only just acceptable on a P133. MicroProse have pulled off what everyone else has been trying to do, which is to add a cinematic storyline to a flight sim. These bits blend together without being overlong, so that no momentum is lost. Atmosphere, with a capital 'A'.

### Warhammer

(73) Mindscape – Strategy Wargame £TBC  
Addictive, challenging real-time strategy with an interesting setting and strong plot. Once you're hooked you'll come back for more, even though it really is much too hard, the control system is too fiddly and chance plays too much of a role. (NB: Windows 95 required.)



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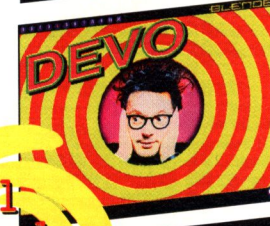
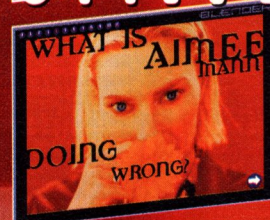


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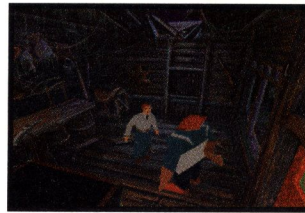
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(Right) *Alone in the Dark 3: More Carnby, cobwebs, murder, mystery and mayhem.*

(Far right) *Command & Conquer: A case of Cannon Fodder meets Dune 2.*



## Issue 38 - May 1996

### ATF

(92: Classic) Electronic Arts - Flight Simulation £44.99  
The US Navy Fighters engine gets seriously spruced up and then introduced to a large number of 'conceptual' aircraft. The plane's smooth flying is brilliant and the differences between the aircraft are more than noticeable. This is seriously good stuff for the propeller heads among you.

### C&C: The Covert Operations

(84: Recommended) Virgin - Strategy £14.99  
Argh! Spooze. Spooze...  
If you've enjoyed fighting your way through the superb *Command & Conquer* you can now carry on - the mission disc is here! It's a must-have for any C&C fan, but be warned that it's bloody hard!

### Metaltech Earthsiege 2

(90: Classic) Sierra - 3D Shoot 'Em Up £44.99  
*Earthsiege* is widely regarded as the best of all the big robot games - and the good news is that the sequel manages to live up to the reputation of its predecessor. It has better graphics, better sound effects and loads of new weapons. (NB: Windows 95 required.)

### Kingdom O'Magic

(82: Recommended) SCI - Adventure £44.99  
More point-and-click fun, but this time with stereotypical gay hairdressers and women with huge boobs. It's actually quite funny at times.

### Normality

(90: Classic) Gremlin Interactive - Adventure £TBC  
Gremlin's ambitious and superb 3D point-and-click adventure just goes to show that you can muck around with genres and still come up with something new. It's may not be quite as funny as the likes of *Sam and Max* or *Discworld*, but it's certainly well worth having a look at.

### PGA European Tour

(94: Classic) EA Sports - Sport £44.99  
For all of you budding Nick Faldo and Ian Woosnam out there, test your swing with the greatest golf game in existence. It gets de-Yanked and tweaked a bit and is another classic from EA Sports.

### Speed Haste

(79: Electronic Arts - Racing £29.99  
Imagine a cross between *Virtua Racing* and *Daytona USA* that only costs 30 quid and doesn't look quite as good.

### Spycraft

(91: Classic) Activision - Adventure £49.99  
Activision have surprised us all with this one. It's basically a 'spy simulator', and if you've ever fancied getting your grubby mitts on spy satellites, decoding routines, image analysers and infra-red goggles, now's your chance. This has loads of FMV, loads of puzzles and has some of the most original features we've seen for a long time. (NB: Windows 95 required.)

### S.T.O.R.M.

(70: Electronic Arts - Shoot 'Em Up £TBC  
Nice graphics, traditional controls, but what happened to the gameplay? And er... this actually looks like *Scramble*, but with much prettier graphics.

### Virtual Snooker

(60: Interplay - Sport £34.99  
A year after *Virtual Pool*, we get the same game, except that this time around it's with snooker balls and loads and bloody loads of FMV of Steve 'intensely dull' Davis. A complete video of a 147 break, anyone? No?

## Issue 39 - June 1996

### Assault Rigs

(78: Psygnosis - 3D Shoot 'Em Up £34.99  
Direct from the PlayStation, this is basically a 3D platform game in a tank: there are various gems to collect, complicated level layouts and a variety of minor puzzles. The controls are a little too complicated perhaps, but it plays well and is action-packed at times. There's also a network option for up to eight people. Well worth a look.

### Azrael's Tear

(90: Classic) Mindscape - Role-Playing Game £44.99  
An atmospheric blend of *Ultima Underworld* and *System Shock*, this is a worthy rival to the *Alone In The Dark* series.

### Chronicles Of The Sword

(68: Psygnosis - Adventure/Puzzle Game £39.99  
Although set in the time of King Arthur, you take on the lesser role of Gawain. Unfortunately, the storyline doesn't live up to the potential of the subject matter and although there are some well-crafted puzzles, they don't seem to fit into the gameplay very well. It looks good but it's just a bit too boring to keep our attention.

### Conquest Of The New World

(75: Interplay - Strategy £TBC  
The Yanks loved it, but we found it slow, cumbersome and lacking in excitement.

### Star Trek: Deep Space 9 - Harbinger

(52: Viacom - Adventure £39.99  
Unlike *A Final Unity*, this one doesn't quite reach warp speed. It's not as interactive as it should be - even die-hard Trekkers will fail to be swayed by it. (NB: Windows 95 required.)

### Fantasy General

(92: Classic)SSI/Mindscape - Strategy Wargame £44.99  
The third in the *General* series uses the same basic combat and movement engine as *Panzer General* and *Allied General*. It's the most exciting strategy wargame of the year so far.

### Fast Attack

(86: Recommended) Sierra - Submarine Sim £39.99  
Ultra-complex but ultimately rewarding - newbies might find it a bit hard though. (NB: Windows 95 required.)

### Silent Thunder

(60: Sierra - Flight Sim £39.99  
The follow-up to *A10 Tank Killer* - it looks amazing, but the fact that you're constrained to a very small geographic area, the game map is cluttered and unhelpful and the whole thing suffers from extreme jerky-vision makes it bloody annoying. (NB: Windows 95 required.)

### TNN Bass Tournament

(80: Recommended) Electronic Arts - Fishing Sim £39.99  
It's good, but not quite as good as *Trophy Bass* as it's more about amassing money than actually reeling the buggers in.

### Terra Nova

(90: Classic) Virgin Interactive - 3D Shoot 'Em Up £39.99  
Another robot title, this time from the people who brought you *System Shock* and *Flight Unlimited*. The graphics and sound effects could be better, but that aside, it's a very enjoyable jaunt.

### Track Attack

(65: MicroProse - Racing Game £29.99  
It sounds promising but fails to deliver the gameplay goods. It's slow even on a P75 and lack of control adds to the frustration.

### Trophy Bass

(85: Recommended) Sierra - Fishing Sim £39.99  
Near perfect, especially as you get to go fishing at any time of year with all the comforts of home. Smart!

### Zork Nemesis

(65: Activision - Adventure/Puzzle Game £44.99  
The music's very atmospheric and the graphics are absolutely stunning but you never come across any characters to interact with, which makes wandering about puzzle-solving tedious and boring. However, if you're a fan of *Myst* and *The 11th Hour* it's quite likely that *Nemesis* will appeal. (NB: Windows 95 required.)

## Issue 40 - July 1996

### Afterlife

(88: Recommended) Virgin/LucasArts - God Sim £44.99  
This 'concept' god sim shapes up very well against the inevitable comparisons to *Sim City* and *Civilization*, except here you do actually play God, sending lost souls to either Heaven or Hell and looking after their needs by building appropriate 'zones'. Long-term playability.

### AH-64D Longbow

(90: Classic) Electronic Arts - Helicopter Flight Simulation £44.99  
*Longbow* is justifiably a classic and will appeal most to fans of *US Navy Fighters* and *Top Gun* (prop-heads skip to *Hind* below). It seems to have been designed first and foremost as a game, rather than sticking to realism à la *Hind*; it's pretty, with superb music and a gorgeous interface - but there's no network play and it requires 97MB hard disk space.

### Battle Arena Toshinden

(83: Recommended) FunSoft - Beat 'Em Up £34.99  
Warning - this PSX conversion is processor-hungry! True to the original, this is more of a sword and sorcery beat 'em up as opposed to pure fisticuffs - even the 'unarmed' combatants seem to carry the most alarming weapons; a bit of simple hand-to-hand violence wouldn't go amiss. It's got serious competition in the form of *Tekken* and *Virtua Fighter* - although it doesn't require a 3D accelerator card.

### Duke Nukem 3D

(93: Classic) US Gold - Shoot 'Em Up £44.99  
Yup, *Duke* is a *Doom* clone but it's more inventive and more entertaining than we could have hoped. It's also a bloody good stopgap while we're waiting for the mighty *Quake*. *Duke* himself is blessed with a great sense of humour, there are new weapons and enemies, a level designer and the facility to convert any *Doom* WAD into a *Duke* map. Excellent value for money!

### Gearheads

(90: Classic) Philips Media - Arcade £29.99  
Don't knock it 'til you've tried it - okay, so it's about clockwork toys battling for supremacy but it's surprisingly addictive nonetheless. (NB: Windows 95 required.)

### Hind

(90: Classic) Digital Integration - Flight Sim £44.99  
Propeller heads and fans of *SU-27* and *Tornado* will absolutely luvvie this one. The emphasis is on hyper-realism rather than presentation, so it runs great on low spec machines. Newbies be warned - it's so bloody hard you might be better off with *Longbow*. It scores over *Longbow* in that it has loads of multi-play options (direct serial link, two-player over a modem or a network). Prop-heads persevere - it's well worth taking time to master it.

### Silent Hunter

(90: Classic)SSI/Mindscape - Submarine Sim £TBC  
This does what it sets out to do, and does it perfectly. *Silent Hunter* is hard to fault - it's got superlative atmosphere and graphics, loads of cat-and-mouse stuff, explosions, big splashes, creaking hulls, depth charge attacks, leaking engine rooms - the ww2 works, in fact!

### Space Hulk: Vengeance Of The Blood Angels

(90: Classic) Electronic Arts - Strategic Shoot 'Em Up £49.99  
It's so tough it just about screams "Come on if you think you're 'ard enough!" The tense foreboding atmosphere and new graphics, sounds and 3D engine combine to make sure this offers a long-term challenge to those brave enough to accept it.

### TacOps

(81: Recommended) Strategic Plus Software - Strategy Wargame £44.99  
Don't be fooled by the basic graphics, *TacOps* is a high quality real-time game - with no hexes! Plenty of excitement and endless tactical possibilities make this a must-have. Includes network and play by mail/e-mail options.

### Witchaven 2

(72) US Gold - 3D Shoot 'Em Up £29.99  
Despite having all the elements of quality gaming (superb graphics, spooky sound, fast hectic action and loads of atmosphere) this is more like an add-on disk for the original, and doesn't quite do enough to better its rivals.

## Issue 41 - August 1996

### Cyberia 2

(80: Recommended) Virgin - Arcade Shoot 'Em Up £44.99  
If you're a fan of the first game and also loved *Rebel Assault 2*, then this title will be worth both your time and money. Just to vary from the gaming norm, your quest is to save the world; you're offered longer arcade sections here than in the original *Cyberia* but sadly the crap adventure bits are still here.

### CyberJudas

(80: Recommended) Empire - Political Sim £39.99  
Cast as the President of the United States in this political strategy sim, you have at your disposal an interface that allows you to access every country in the world. Set up trade agreements, negotiate peace settlements, or try to track down the traitors in your midst. If you're in the slightest bit interested in politics, then you're likely to find this title intriguing. Otherwise it'll send you straight to snore city.

### Euro 96

(70) Gremlin Interactive - Sport Sim £29.99  
This eagerly awaited sequel to the fab *Actua Soccer* sadly disappoints because more attention seems to have been lavished on superficial graphical touches than on improving the basic gameplay. Essentially, this could have got away with being a data disk, but as the full blown product it's packed with too many fulls to make the grade.

### Fire Fight

(65) Electronic Arts - Shoot 'Em Up £TBC  
Reminiscent of that old pub favourite *Asteroids*, *Fire Fight* has you controlling a little rotary ship and homing in on marauding aliens. Trouble is the action's samey and slightly jerky, and made all the more confusing due to the pseudo 3D graphics.

### Indiana Jones And His Desktop Adventures

(80: Recommended) LucasArts (VIE) - Adventure £TBC  
On the back of the excellent *Fate Of Atlantis*, LucasArts have developed this curious little outing starring the eponymous whip lasher. Packed with puzzles, weapons and Nazis, it's the ideal game for the office, though your P45 may be winging its way to your door sooner than you think.

### Pray For Death

(70) Virgin Interactive - Beat 'Em Up £TBC  
This run-of-the-mill beat 'em up plays host to the usual grand tournament brimming with unsavoury combatants and contorted death throes. It's essentially an inferior version of *Mortal Kombat* with corpses and demons, so if it's stunning beat 'em up action you're after, you'd be best advised to look elsewhere.

### Settlers 2

(92: Classic) Blue Byte - God Sim £39.99  
The sequel to the fab *Settlers* boasts a whole range of improvements including a new interface and far more varied gameplay. Frighteningly addictive.

### Shellshock

(60) Eidos Interactive/Core Design - Tank Sim £39.99  
A tank sim of the more arcadey kind. But the missions are dull, the scenery looks pixelly and though it may have a network option, why bother with something this tedious?

### The Gene Machine

(87: Recommended) Vic Tokai - Adventure £TBC  
If you're a fan of LucasArts adventures, then check this out. It offers an inventive jaunt packed with lovely graphics and genuinely funny British humour, though adventure supremos may find it a tad on the easy side.

### The Muppet CD-ROM

(87: Recommended) Starwave/Ocean - Arcade £TBC  
Hilarious Muppet outing featuring the popular puppets in seven averageish arcade/puzzle games made brilliant by the excellent jokes. And the intro sequence just has to be seen to be believed. Superb fun.

### Total Mania

(68) Eidos Interactive/Domark - Arcade £39.99  
A sort of cross between the *X-COM* series and *Crusader*. Packed with cyborgs, weapons, svga graphics and an impressive sound function, it's let down by poor AI and dull gameplay. Z





**What a surprise... Quake is a subject of conversation at the moment. I can't possibly think why.**

## QUAKE

I just looked at the *Quake* shareware in the Action Games forum and the description said it required a Floating Point Processor. Does this mean *Quake* won't run (not even like a crippled turtle) on a 486?

On a completely unrelated point, do you know if Apogee ever released player-server support for *Rise Of The Triads*? (It wasn't in the full version, but the manual said to expect an update.)

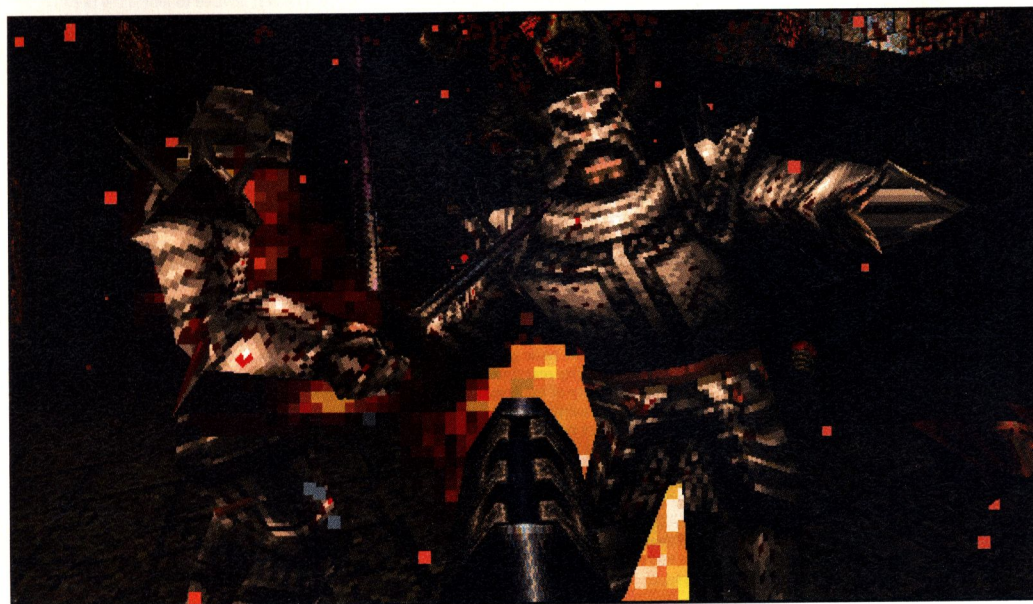
PS I can't afford the phone bill to download *Quake*, so please put it on the next cover disc. Or I'll come round and shoot you all in the feet with my chain nailgun. Bwa-ha-ha-ha-ha-ha-ha! :)

**Chris Yiu**

**100641.3432@compuserve.com**

*Er... we did, didn't we?*

(Below) *Quake* is proving so popular in the *Zone* office that there are endless queues for the PCs, sleeping bags in every corner and constant runs to the local shop for Pro Plus and super ninja strength coffee.



## QUAKED

I've just downloaded *Quake* (it took absolutely ages!) and it really does look great. I've never seen anything like it. Could it be the best game ever? I reckon it just might be.

**Ed Deighton, Bedford**

## QUAKED

*Quake* is fab. *Quake* is fab. *Quake* is fab. *Quake* is fab. Give me more. Give me more.

**Paul Yates, Cheshire**

*(This went on for a while, so we chopped it down a bit - Ed.)*

## ...AND THE QUAKE BACKLASH

*Quake* shareware, eh? Too fucking easy, that's what it is. What a complete bore! At least *Duke 3D* gave you a decent sized chunk of the game. The graphics may be brilliant, but so what?

**T Harris, Oxon**

## DEQUAKED

It's not really that much more than *Doom* really, is it? Let's face it, it's hardly the supergame we were all expecting. I was expecting something far more than anything ever seen before. I'm going back to *Duke Nukem 3D*... at least that's a laugh.

**James Ewing, London SW1**

*You miserable bastards. What did you expect? Quake is the next step on from Doom and it really is the most playable game that we have EVER come across on PC Zone. Just look at it... it gives you everything that every other 3D blaster gives you along with so much more...it's atmospheric, scary, exciting and just downright fab. Games like this make owning a PC worthwhile (or something).*

## Write to PC Zone

There are numerous ways to transmit your delightful scrawlings to *PC Zone*. You can either use the traditional method, often described as 'snail-mail' by the pretentious technocrats of this world...

**WordProcessor**

**PC Zone**

**Dennis Publishing**

**19 Bolsover Street**

**London**

**W1P 7JH**

...or you can be really hip, trendy and cyber and do a whacky e-mail thing

**CompuServe: PC ZONE 100142, 2152**

**CIX: PCZONE@CIX.compulink.co.uk**

## QED

Okay, I think I've managed to suss out the formula. It seems that to get a letter published in your letters page takes at least three of the following:

- 1) Swearing
- 2) A stupid question
- 3) A question that has been asked a squillion times before
- 4) On extremely rare occasions, an original question that someone would actually like the answer to.

So...

- 1) Bollocks
- 2) Is *Doom* any good?
- 3) Why did you review *F1GP2* when it was still four years away from release?
- 4) Why, oh why, in such an otherwise brilliant magazine do you have to have the worst, inane, shite (oops, there's another one) letters in your letters page? It's complete rubbish! Do you throw all the sensible letters away and make up your own on the way back from your lager & curry lunch-times?

**Ian Orford, ian@skeleton.demon.co.uk**

*And there you go... you are indeed a self-fulfilling prophecy. In commenting on the quality of the letters, you are contributing to the bollocks along with everyone else. Well done. Wise guy.*

## LOADED? EH?

With all but two of your letters last month coming from CompuServe peeps, aren't you seriously in danger of ruining your image as the PC version of *Loaded*?

**Paulos, 100142.2152@compuserve.com**

*Don't you mean Wired? I thought that Loaded was a lads' mag - I don't recall it being particularly 'cyber' the last time I looked at it. They have some fantastic posters though, don't they? Bloody hell... there's this one we put on the wall here of Emma Noble from the Price Is Right... Jesus, she's*



fantastic. Er... anyway... er, well. The reason we print so many letters that arrived as e-mails is simply because that's where most of our correspondence comes from. Is that okay?

## THE SAD BOYS

About bloody time somebody at PC Zone stopped wailing about only the Americans having access to PC Networks and let the European contingent know how easy it is to set up a games network! You asked for feedback regarding gaming network experiences, so I thought I'd do my duty as a loyal PC Zone subscriber and relate my gaming fraternities experiences.

Several years ago I started a regular session on Tuesday nights playing *NHL Hockey* with two friends and my brother. We each chose teams, wore the strips and produced spreadsheets to tally the weekly results. We were duly named the "Sad Boys" by my wife for our actions. Since only having one PC in action at a time determined the number of matches which could be played per night, my brother started bringing his PC along and there was much rejoicing.

We spent the time between our weekly sessions practising *NHL Hockey* and playing other games, including the outstanding *Syndicate*.

Having

consumed that, Bullfrog kindly obliged with *American Revolt* – the Data Disk From Hell. Did anybody ever finish it? Despite being impossibly difficult, *American Revolt* had a major trump card: two to eight-player network support. (Hmmm, I thought this network stuff was the preserve of heavy hitters like *Falcon 3?*) After smuggling some copies of *American Revolt* into work over the Christmas break I had my first taste of net gaming. Reasonable fun but where were these network games going? iD had the answer with *Doom*.

Our little core of *NHL Hockey* players were by now playing *Doom* and *Doom WADS* at every opportunity. At that time I discovered that a network needn't have a dedicated server to function with net games, courtesy of the trouble-shooting section in my *Doom* readme file. With Deathmatch dreams dancing in our heads we each purchased an EF2000-compatible network card and some Ethernet cable bundled with Personal Netware at a cost of about £45 each. This has got to be one of the most significant hardware purchases you can make to enhance your gaming pleasure, in a close tie with a sound card.

After some initial teething troubles our 'Peer to Peer' network was up and running. Four-player network *Doom* on an IPX network anybody? Hundreds of Deathmatch-only WADS, including the frag-fest 'Ledges'. We'd been fragged and gone to heaven. Life just doesn't come any better than sneaking up behind a sniper, activating the chainsaw and carving up the sonofabitch. That's what you get for being a snipey little bastard.

News of this wonderful new medium of expression spread and we acquired four new disciples complete with network cards, PCs and headphones.

As if on cue, Interplay released the much underrated *Descent*, which

When they're not playing *Doom*, The Sad Boys' main source of nourishment is *Rise Of The Triads* (above left), *C&C* and *Magic Carpet* (below). And they just can't wait for a dose of mega nutrition in the shape of *Prey* (top right).



remains the benchmark for network interfaces. Eight-player vomit fests ensued with copious amounts of mega-missile and vulcan cannon, although two groups of four-player Deathmatches still consumed the majority of the gaming time – that's playability for you. Things stayed like this for a while, despite upgrading to *Doom 2* and brief flirtations with *Magic Carpet*, *SuperKarts* and *Rise Of The Triads*.

Then, with everybody producing network options for their games, things got even better, especially with the release of *C&C* and *Duke 3D*. With *C&C* came a major change in the sound of a 'Network Night'. A *Duke 3D* evening consisted of constant swearing as players struggled to let others know just how aggrieved they were over a recent kill, while still listening for any 'tell tale' noises from their headphones. However, a *C&C* evening consisted of endless protracted silences punctuated by occasional and fairly violent outbursts as construction facilities were captured and sold or a harvester went all kamikaze and decided to broaden its horizons.

With the network ready and *Quake*, *Blood*, *Prey*, *Red Alert* and *C&C2* on the way, it's high time that more people took advantage of the high-speed transmission, and truly rich gaming experience that a games network offers.

Each Tuesday night seven guys come to my house, plug in their PCs, load their network drivers and start a game. It really is that easy! I'll bet that most PC users know at least two other people who'd be willing to transport their PC to a friend's house for six or more hours of network gaming.

And the price of hardware to allow competition in this virtual world? The same as a normal PC game, about £45. »





When you consider the extra life this single purchase breathes into many of your fave games, it's got to be the best value for money option around for a PC.

PC Zone: it is your responsibility to the public to inform the vast majority of PC gamers out there of the easily accessible fun to be had from setting up a gaming network.

**David Browne**

**100631.251@compuserve.com**

Yeah... yeah... but. The problem is (I think you'll find) that moving bloody great lumps of computer hardware around is what's commonly referred to as "a pain in the arse". The beauty of networking in places like the States is that there are numerous dial-up systems that allow you to log on and go head-to-head with loads of other like-minded players. At the moment there are very few services in the UK and those that do exist only cater for a few games.

Obviously, this style of gaming is going to be much more important in the UK in the future. Unfortunately, there are many associated issues to deal with before the games industry itself can really take it by the throat. For a start, the phone companies need to provide us with cheap, broad-bandwidth communications systems which make the 'phone' element a lot more transparent than it currently is. For example, Wireplay isn't exactly the greatest on-line system there is... it's limited, expensive (when not off-peak times) and at the moment it's still in the Beta test stage as far as dial-up 'networks' go... For head-to-head (two-player), it's fine. For multi-player - forget it.

Anyway... I'd just like to say that your wife was right.

## BUYERS' GUIDE BLUES

I've been meaning to write to you lot for ages now, but... "Three lions on a shirt"... I've kept getting distracted... "Jules Remy still gleaming"... But I'm totally peed off with the Buyers' Guide! "Thirty years of hurt"... Why is it in monthly order? "I know I'm only dreaming"... If I knew what month it

(Below) So Alex reckons Gabriel Knight's shit, huh? C'mon - if he's not afraid of werewolves he's not going to take any notice of you, is he? He's composing a vitriolic letter to you at this very moment...



## WEIRD

I was deeply shocked by the blasphemous filth that is displayed on your pages on a regular basis. This is unacceptable, and only adds to the garbage that is PC Zone.

A most striking example of this was the *Worms* advert displayed in PC Zone on many occasions, the caption of which read: "How hard is your worm?" This is a most insulting and unscrupulous example of the bad judgement which your people use when choosing ads to be printed. This disgusting caption is clearly a play on words relating to a penis, and I just shudder at the thought of an innocent, wide-eyed child looking at the caption with bewilderment, and then smiling with blasphemous glee as he suddenly realises the meaning behind it.

I am ashamed to think that a filthy mag such as this would actually be recognised internationally, and become a best-seller in the United Kingdom. By the mere virtue of the fact that you are a computer games magazine, you supply thousands if not millions of children with disgraceful filth. Only you and the likes of you can be blamed for the foul language and disgrace that is displayed by our youth.

Shame on you!

No, I jest. PC Zone is the BEST mag in the world! Your reviews are funny and informative, and your magazine is just so compulsive! I'm a regular reader of Zone, and I'd just like to congratulate you on an excellent magazine.

I think that the change from a plastic

sleeve to a jewelcase for your CD was a good idea - it makes the CDs so much easier to store and handle. By the way, I'm not sure if this is because I'm buying your mag from South Africa, but occasionally I notice that some of the demos on your cover CD are missing. Most noticeably, the *Descent 2* demo was missing from the March one. Please tell me if this is a local or universal symptom.

You've mentioned CIX many times in your mag, and it seems to be quite a cool thing. However, since it's a British-based bulletin board, I'm not sure if it's possible for me to access it without making international calls. Please help me out with this.

Also, I'd love to see a PC Zone site on the Net - then your international readers could check in as well.

**Gilad Maayan, zero\_g@global.co.za**

Dennis Publishing is currently in the process of setting up an Internet division on which (I'm assured) there will be a PC Zone site. At the moment, the CIX site is basically just a chat forum where people vent their spleens about anything and everything. It's often very arrogant and opinionated, but basically it's a bloody good place to hang out if you want to pick up on a basic vibe behind pretty much anything.

As far as our Website goes, keep your eyes peeled over the coming months. It goes without saying that we'll be willy-waving in the most energetic way when the thing finally happens.

appeared, I wouldn't need the guide!

Click... Sorry 'bout that, I'd left the radio on... Well! What are you going to do about it?

**peter.holden@drugnet.co.uk**

I know we've said it before, but the PC Zone Buyers' Guide will be changing in the very near future. We're aware that it's not as good as it could be and we're currently re-modelling it into the most useful, useful-thing in the entire universe. Promise.

## ER... OKAY

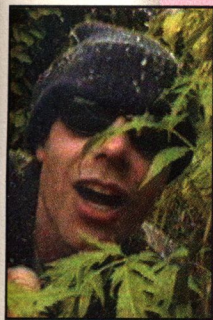
I think all interactive movies are the biggest pile of wank ever to arrive on the planet! They're all shit, even *Gabriel Knight 2*. Why can't games developers understand that trying to make a movie interactive makes a game total crap! Please games companies: just go back to the days when adventure games were good. Like *Sam And Max*, *Day Of The Tentacle*. LucasArts' *The Dig* was great, but after mastering how to make such good point-and-click adventures they've come up with some *Afterlife* shit!

**alexh@dial.pipex.com**

Gabby 2 isn't that bad. Once you get into it, it's okay really. As for *Afterlife*... have you actually played it? Once you get into it, it really is very smart. Not

a classic by any stretch of the imagination, but pretty damn good. **Z**





(Above) Culky:  
The resident's brain  
is missing!?!



## H.M. PARKHURST PSYCHIATRIC WING

I feel I'm duty bound for the interests of PC Zone readers to publish the prison therapy session record of your 'Mr. Culky', currently serving 30 days at HM Parkhurst.

Signed *Henry Stubbs PHD*

Dr. Henry Stubbs, HM Prison Psychiatrist

The time is 2.35pm, Wednesday, June 12th 1996. Henry Stubbs interviewing inmate 207896/3 Culk. Tape machine is now running.

Dr: Are you comfortable?

CC: How about a little rumble, eh?

Dr: I'm sorry?

CC: Chin-pistons and that, rumble, you know. Come on... 'ave a go!

Dr: Please sit down! GUARDS!... GUARDS!... session one terminated!

The time is 4.40pm Wednesday, June 12th, 1996. Second attempt to interview inmate Culk.

Dr: Look at the face of the watch closely... follow its movement... you are feeling drowsy... very drowsy... you are falling into a deep, deep sleep... can you hear me?

CC: Yes, I hear you, master.

Dr: Now I'm going to ask you some questions and you will answer me... okay?

CC: Yes, my friend.

Dr: Yes, that's right, you and me are good friends. Very, very good friends.

CC: Sorry, I'm late, master.

Dr: Late for what my friend?

CC: For the prison roll call this morning, I was late master.

Dr: Don't let that bother you friend, but why were you late?

CC: I had trouble with my shoe.

Dr: Your shoe?

CC: I was trying to get on my bike when the sole slipped on the pedal, they was wet you see?

Dr: I see, and your bike, what do you need a bike for?

CC: I need it to get to my boat.

Dr: Your boat? You have a boat? Wonderful! Is it blue?

CC: No it's bright orange, like the colour of fire.

Dr: Do you like water then?

CC: No, I use my boat to get to my helicopter.

Dr: A helicopter, eh? I suppose you fly all over Europe in it.

CC: No, I hate it. I use it to get to my jet.

Dr: Oh, you have a jet too, do you?

CC: Yes, I use it to...

Dr: Don't tell me... to visit your Auntie Nora still on the run in Mexico?

CC: No my friend, I use it to get to my 'shuttle'.

Dr: You travel to France on the shuttle. Why France?

CC: I have a space shuttle, I launch it from Cape Canaveral, that's in the USA, not France.

Dr: I see my friend, where do you go to?

CC: I go to my space station, it's in orbit up there.

Dr: Do you like your space station? Is it a 'safe' place for you, so you can be yourself?

CC: No, it's very noisy, but I have to stop off there to repressurise and get onto my rocket.

Dr: A rocket! What do you need with a rocket and an orbiting space station?

CC: I fuel the rocket from my space station as earth's gravity costs me millions of gallons of nitrous oxide. I then use it to get to my Black Hole.

Dr: Describe this 'black hole'. Is it really your father's huge open mouth as he shouts at you?

CC: It's an all-consuming singularity. And I've got three.

Dr: I see, your parents are separated, does this worry you now?

CC: It pulls in time and gravity and light.

Dr: What do you do when you get to this hole?

CC: I go through it to get to my other hole.

Dr: I see, you are desperately struggling with the unknown. Where is your other 'hole'?

CC: My other whole is made of anti-protons and niesons of anti-light. I use that to get to the centre of everything that's mine.

Dr: What is the centre of everything?

CC: Ipswich High Street.

Dr: Session two terminated... Guards!... Guards!

### CULKY'S BRAIN-BOX UNDER THE MICROSCOPE

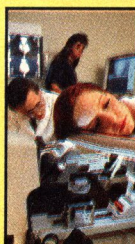
This is a scan of your Mr Culk's 'brain'. I say 'brain' but I must emphasise that your chap is lacking in several very important key function areas, namely the front and the back.

His 'fight' area (a) is rather enhanced at the expense of his lateral-thinking area (b). Also the self-esteem centre (c) appears swollen. This can cause the patient hallucinatory delusions of grandeur. You are looking at the brain of a very mixed-up individual. That would be my diagnosis.



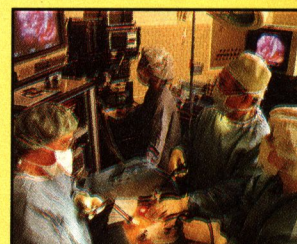
Can I take this opportunity to display some 'excess stock' hospital equipment I can offer to you at very competitive prices. Being a prison doctor, I can always get the best price for you for any surgical or hospital hardware, no request ever dismissed 'out-of-hand'.

If you are interested in any of the above, or you don't see what you want here, call Dr Henry Stubbs c/o HM Parkhurst (make sure you tell them it's a personal call). All orders taken in the strictest confidence.



Example 1: (Left) A GEC infra-scan 7 electro-magnetic brain wave interpreter, complete with AXA signal to video emulator, ex-St. Thomas's Hospital, £1.2 million.

Example 2: (Right) A Siemens 2000 heart cartograph, full colour LED display, again hardly used, ex-Bartholomews'. Bargain at £2.3 million, very heavy cash discounts.







# Mr Cursor

**L** OADS OF BLOKES SEEM TO FANCY Dani Behr for some reason... but me? I can't quite see it somehow. Yeah, okay, so she's got loads of hair. And yeah, okay, so she's got loads of teeth, too. But at the end of the day she's... er, hang on while I consult the Dennis Publishing lawyers. (Long pause... count to 20 for effect.) Sorry about the interruption. Where were we? Oh yes, Dani Behr: at the end of the day - *in my opinion* - she's not exactly MENSAs material, is she? Mind you, for the sake of this month's column, my opinion is actually useful - here's why...

In last month's column I'd written a BASIC programme which simulated John Kettley's entire brain. The trouble, however, was that it didn't work very well - and the reason it didn't work very well (I eventually realised) was that my John Kettley Verbal Database Modules weren't big enough. In other words it *didn't* simulate John Kettley's entire brain, just an eighth of it. If I'd persevered and filled the databases up properly it would've taken about two months, and even I'm not that sad.

But cue Dani: a subject so predictable that my databases can (and indeed have) been entirely filled in under two hours. A working Dani Behr Brain, no less. What's more I've been able to go further with it than I did with John Kettley - this one's got graphics as well. (I snatched Dani's four or so mannerisms straight from *Hotel Babylon*, and digitised them.)

So, time to see how well it all works. (I type in my comments, incidentally, and Dani's Brain responds likewise, in text. The relevant visuals are displayed beneath, but I'm afraid that you'll all have to imagine the pictures for yourself.) Here goes...



(Left) No wonder Ms Behr looks so happy - she's just heard that Mr Cursor won't be sending her any fan mail because his hobby of monitoring the quality of his ear wax keeps him far too busy.

## He's afraid of... Dani Behr and Earex

**ME:** Okay then. You are interviewing Carrie Fisher. Carrie has just said something intelligent and witty.

What are your thoughts?

**DANI:** Which camera am I on? Is my head turned slightly to profile? Do my lips look damp enough to be sexy, but not so damp that it looks like I'm dribbling?

**ME:** Carrie has just mentioned something that relates to her drug and alcohol addiction days. It sounds rather intriguing. What do you do?

**DANI:** I shake my head so my fringe goes floppy. I check to see if her legs are as nice as mine, and they aren't.

**ME:** You are interviewing Spike Lee. He's talking about Colwyn Powell and the Whitehouse and stuff. He looks at you, expecting you to pick up on a contentious point he's deliberately delivered on a plate. What do you say?

**DANI:** I giggle and whip my head back so my main hair volume switches shoulders. I smile, the pink tip of my tongue held momentarily

between my teeth. I giggle again, and brush at his knee, playfully.

**ME:** Spike's now talking about Malcolm X at length (as usual). He eventually mentions something about the various reactions to his Malcolm X film, from differing racial and political angles. You *have* to reply. In actual words! So Dani, what do you say to Spike?

**DANI:** I thought that the music was good.

So there you have it, a sure-fire programming success if ever there was one - and if all goes well you'll be able to judge for yourself, first hand, as I'm hoping the *Zone* bods will stick my Dani Behr Brain Sim on next month's cover disc. (Try

chatting her up, by the way - ten quid to the winner!)

Anyway, that was Dani Behr, and we're now onto subject two, namely Earex. But what is Earex?

Good question, simple answer: Earex is a sort of liquidy stuff that you squirt into your ears. It's for people who have excessive quantities of wax inside their lug-holes - you pour it in, leave it there for a length of time, and suddenly loads of gunge comes flooding out. (So not only can you hear again, but you now have the main ingredient with which to make a really tiny candle.)

But what's so scary about Earex? And why have I bothered to mention the stuff at all? Well, it's the Earex TV advert as it happens. It starts off pretty well, does the descriptive bit, shows a diagram, and then ends with a pack shot. Unfortunately it also ends with this slogan...

"For clearer ears there's been no better news - in years!"

Plaw! Okay, so they didn't need to pay Saatchi and Saatchi rates, but I reckon that even Dani Behr could have come up with a better hook-line than that one. (Sudden brainwave...) Hey, let's see, shall we?

**ME:** Dani, you need to convince people with bunged-up ears to buy a product that will unbung their ears. It's like really, really easy. So what do you do?

**DANI:** Uhhh? What camera am I on? (Continued on page 492.) **Z**







The follow up to the  
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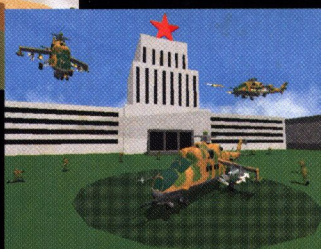
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# ***BETTER RED*** ***THAN DEAD***

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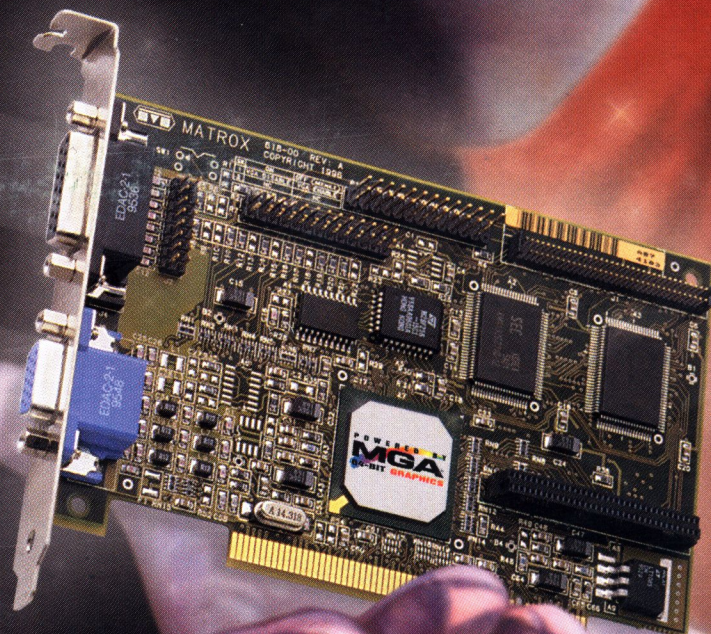
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